

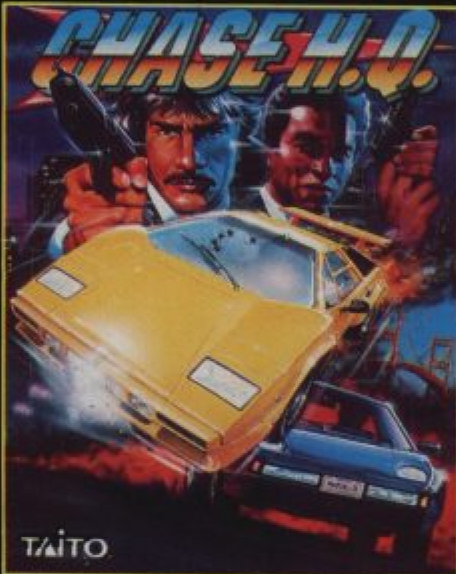
C64 SEGA SPECTRUM AMSTRAD ST AMIGA
MEGADRIVE PC ENGINE LYNX NINTENDO
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JULY NO 104
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COMPUTER
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GAMES
EXCLUSIVE!
TEENAGE MUTANT
HERO TURTLES!
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POSTER!
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TURTLE GOODIES!
EXCLUSIVE!
CONSOLE REVIEWS!!
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INCREDIBLE
TURTLES POSTER!!
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INTO THE M C M



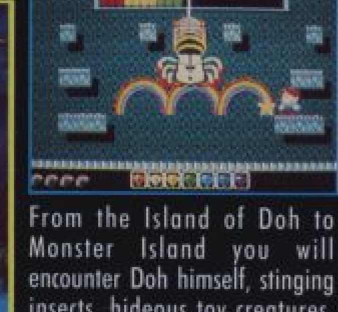
There's nowhere to hide from..."SLY SPY"
His calling card is your invitation to dance with danger!
Experience the explosive existence of the secret agent in this arcade action thriller that will leave you gasping for breath!

DATA EAST

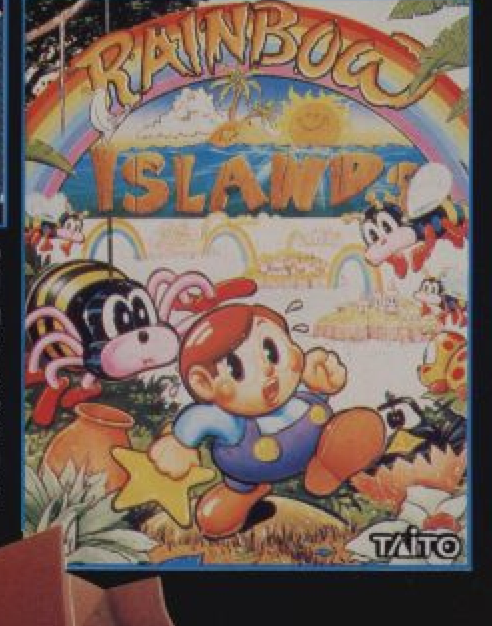


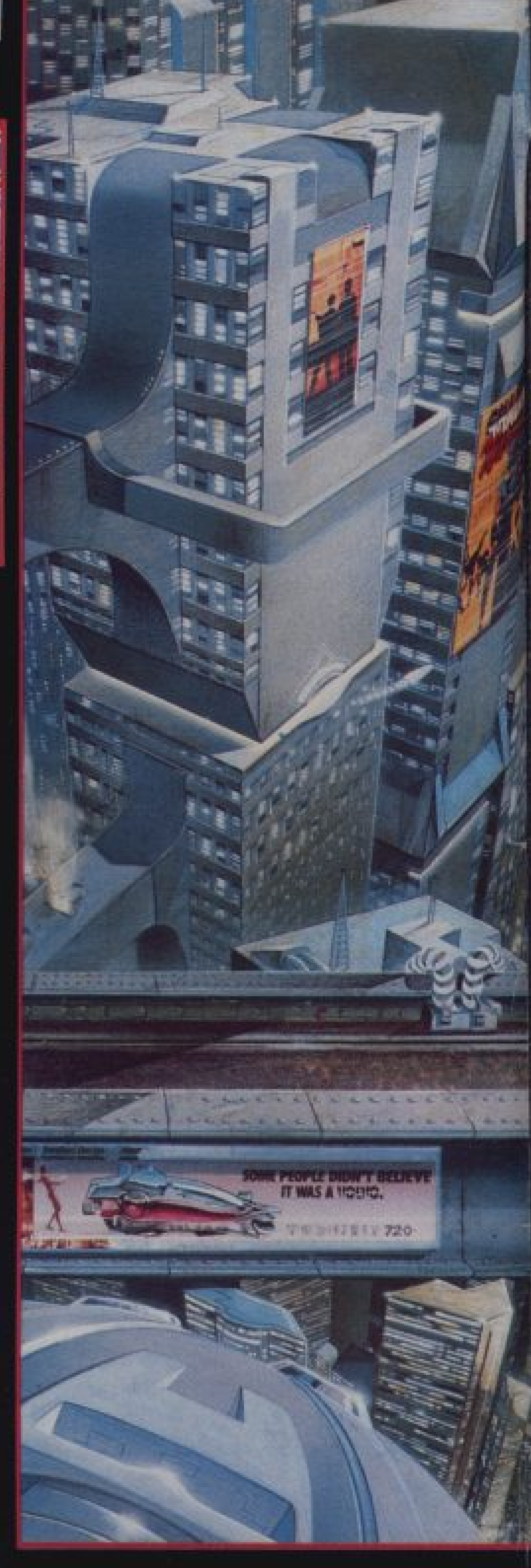
THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!
Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters. Need to catch up in a hurry? Well, just one press of your **Turbo Button** will leave your eyes in the back of your head!



From the Island of Doh to Monster Island you will encounter Doh himself, stinging insects, hideous toy creatures, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore and finally you will enter the world of darkness and its inhabitants!
Featuring all 7 islands and faithfully reproducing the fun and excitement of this monster arcade hit.





NULLIS

oce

*ALL GAMES AVAILABLE ON SPECTRUM, AMSTRAD, COMMODORE, ATARI ST, CBM AMIGA.
*F-29 RETALIATOR ONLY AVAILABLE ON ATARI ST & AMIGA.





CONTENT





THANKS
A big thanks this month to PC Engine Supplies, who supplied us with Megadrive games for review.

EDITOR: Julian Rignall ART EDITOR: Andrea Walker DEPUTY EDITOR: Paul Glancey STAFF WRITER: Paul Rand AD MANAGER: Nigel Taylor DEP AD MANAGER: Johanna Cooke SALES EXEC: Tina Zanelli PRODUCTION ASSISTANT: Glenys "Teddy" Powell PUBLISHER: Graham Taylor
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EDITOR: JULIAN "LEONARDO" RIGNALL
Leader of the gang, and is cool and calculating. Never put anchovies on his pizza, or you'll get a katana up your jacksy.



TS



MEGA COMPS



THE OTHER STUFF

REVIEWED THIS MONTH

JULY 1990 No.104



ART EDITOR: ANDREA "MICHAELANGELO" WALKER
Happy-go-lucky and free wheelin'. Never, ever pays full price for a cold pizza. Expert with nunchaku.



DEP EDITOR: PAUL "DONATELLO" GLANCEY
An intellectual and soft-spoken Mr Fixit. Sends foes running for cover when he starts swinging his bo.



STAFF WRITER: PAUL "RAPHAEL" RAND
Brooding and serious - has a tendency not to look before he leaps. And if you look funny, you'd better watch out for his sai!

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.



REVIEWS



C+VG HIT! REVIEWS

A WHOLE NE

The latest console on the block looks good and plays better - but at a cost. Is this sleek black machine going to be a winner, or is its heavy price tag going to be a millstone around its neck? Paul Glancey and Julian Rignall gave it a thorough testing...

SNK's Neo Geo is the latest and (in technical terms) the greatest addition to the blossoming console market. The actual hardware is leaps and bounds ahead of the Nintendos and PC Engines of this world, and in many respects it even leaves the 16 bit Megadrive standing.

At the heart of the system is a 16 bit Motorola 68000 central processor running at 12 MHz (almost twice as fast as that of the Atari ST and Amiga). This is supported by a 4 MHz Z80A chip dedicated to running the sound hardware.

THANKS FOR THE MEMORY

The machine's on-board memory consists of 64K of RAM, 68K of screen memory and 64K of ROM. Such comparatively small amounts of memory might not sound that impressive, but remember that these are just the chips that keep the machine going. The games themselves come on enormous 19cm x 14cm x 2.5cm cartridges and contain two circuit boards packed with game chips that can hold up to 50 megabits of game code, graphics and











NEW WORLD

sounds! That's over 135 Spectrums' or thirteen Amigas' worth of memory!

LOOKIN' GOOD

As for the Neo Geo's display capabilities, SNK have developed their own custom graphics chips which can produce several thousand colours at very high resolution, scroll the screen AND control up to 380 individual sprites which the hardware can expand or reduce to any size.

SOUNDING OUT

Like the Megadrive, this console features a stereo headphones socket which lets you fully appreciate its stunning sound features. There are facilities for super high quality FM, and digital PCM sounds which make for astounding soundtracks and tons of digitised speech.

The controller is one of the largest you'll ever see. Instead of the usual joypad, it has a very responsive solid metal joystick and an array of five fire buttons. Obviously, it's designed for tabletops rather than knees.

The final technical innovation is the facility to save your position in games on a smartcard, a 2 Meg credit card-sized widget which you get with the console. It just slots into the front of the machine, and no matter what game you're playing, you can stop the action and instantly log your progress so you can return to the same spot again and again. The card is also to be implemented on SNK's new line of coin-ops, so when you run out of ten pees you can save your position, remove your card and continue the same game at home (as long as you have the same game on a Neo Geo cartridge).



THE GAMES

The games that we tested were: Baseball Pro, a fabulous cartoon-style baseball game (surprise, surprise); Nam 1975, a graphically stunning one or simultaneous two-player cross between Cabal and Operation Wolf, and Magician Lord, a very big platform arcade adventure with huge end-of-level baddies.

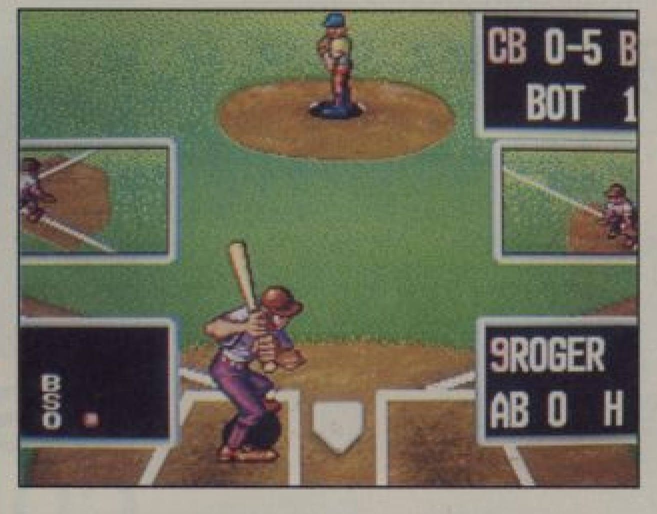
All three games feature superb graphics, incredible music and absolutely tons of speech, particularly Baseball Pro which simply has to be heard to be believed!

The potential for future games is enormous - and since the arcade games will be IDENTICAL to the home cartridges, you can check a game out down the arcades before you buy it!

ACHILLES' HEEL

The Neo Geo is definitely a stunning machine, but unfortunately suffers from one problem - its enormous price tag. The main unit will cost around £280.00 and games weigh in at a vast £120.00 each! However, if you haven't got that much money, don't fret too much. The distributors, DeGale Marketing are concentrating on setting up a rental system so you can hire the machine for weekends - or even longer. Sounds good to us!





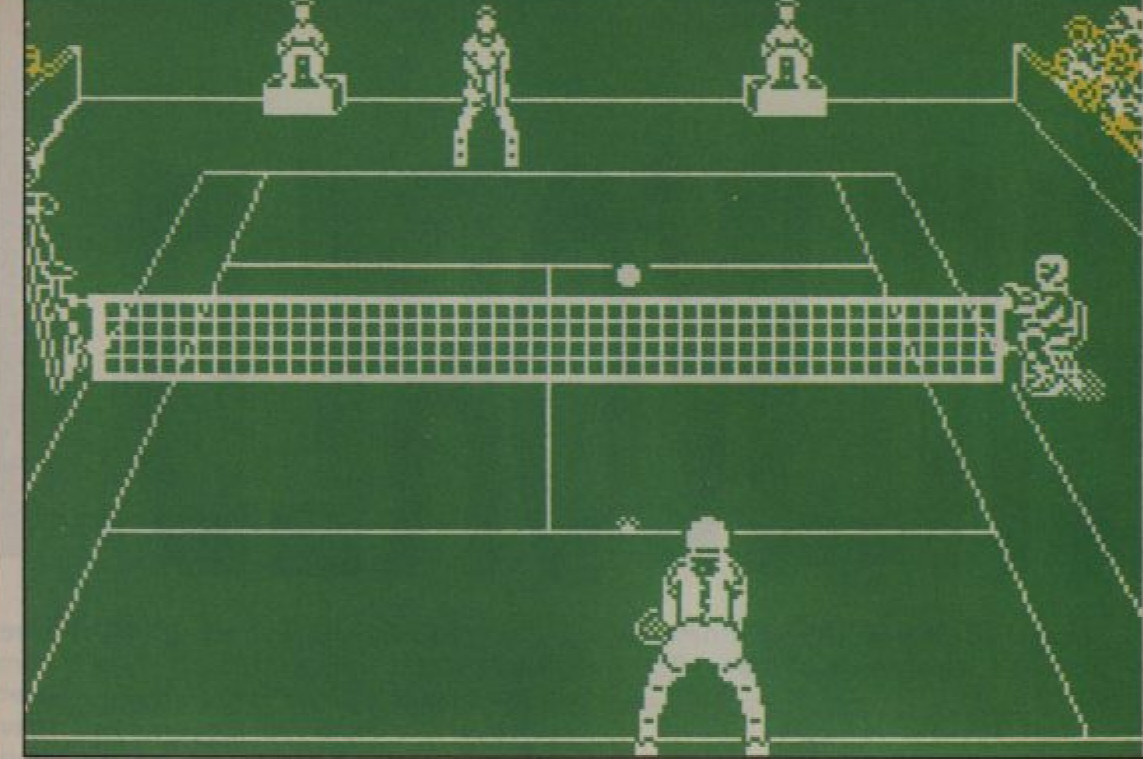












OI! WHO'RE YOU CALLING LOVE?

No sooner will the World Cup have finished (crikey, aren't there a lot of World Cup references this ish!) than the annual tournament at Wimbledon will be rearing its ugly head, and if you happen to be down Marble Arch way on the 30th June, Ubi Soft will have something going on to whet your whistle, so to speak. They're running a Pro Tennis Tour competition in the Virgin store at 527-531 Oxford Street in which 64 competitors will battle it out to win some fab prizes, including tennis rackets and copies of the game. If you want to take part in this breathtaking event, get down to said Virgin store by the 20th of June and put your name down. Be quick about it though, 'cos there's not a lotta time left!

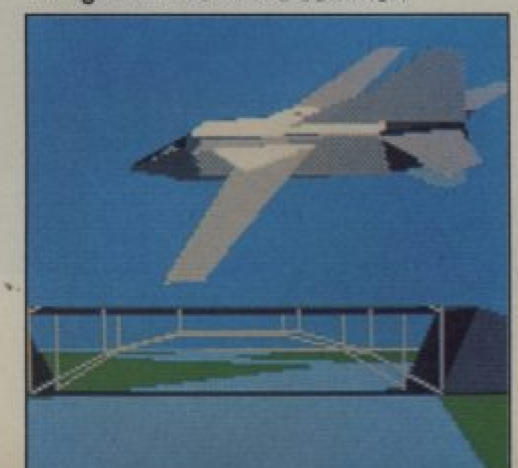
GOING FOR GOAL!

Everybody's jumping on the World Cup bandwagon! Joystick makers Dynamics have released the Competition Pro Goal World Cup series of sticks - the same strong, durable stick as before, but now sporting the colours of a host of World Cup countries. There are ten different ones in all; just think, not only can you replay the 1990 England versus Italy final (well, that's what we're hoping!) on your favourite footy game, but you can also use the same coloured sticks, too!



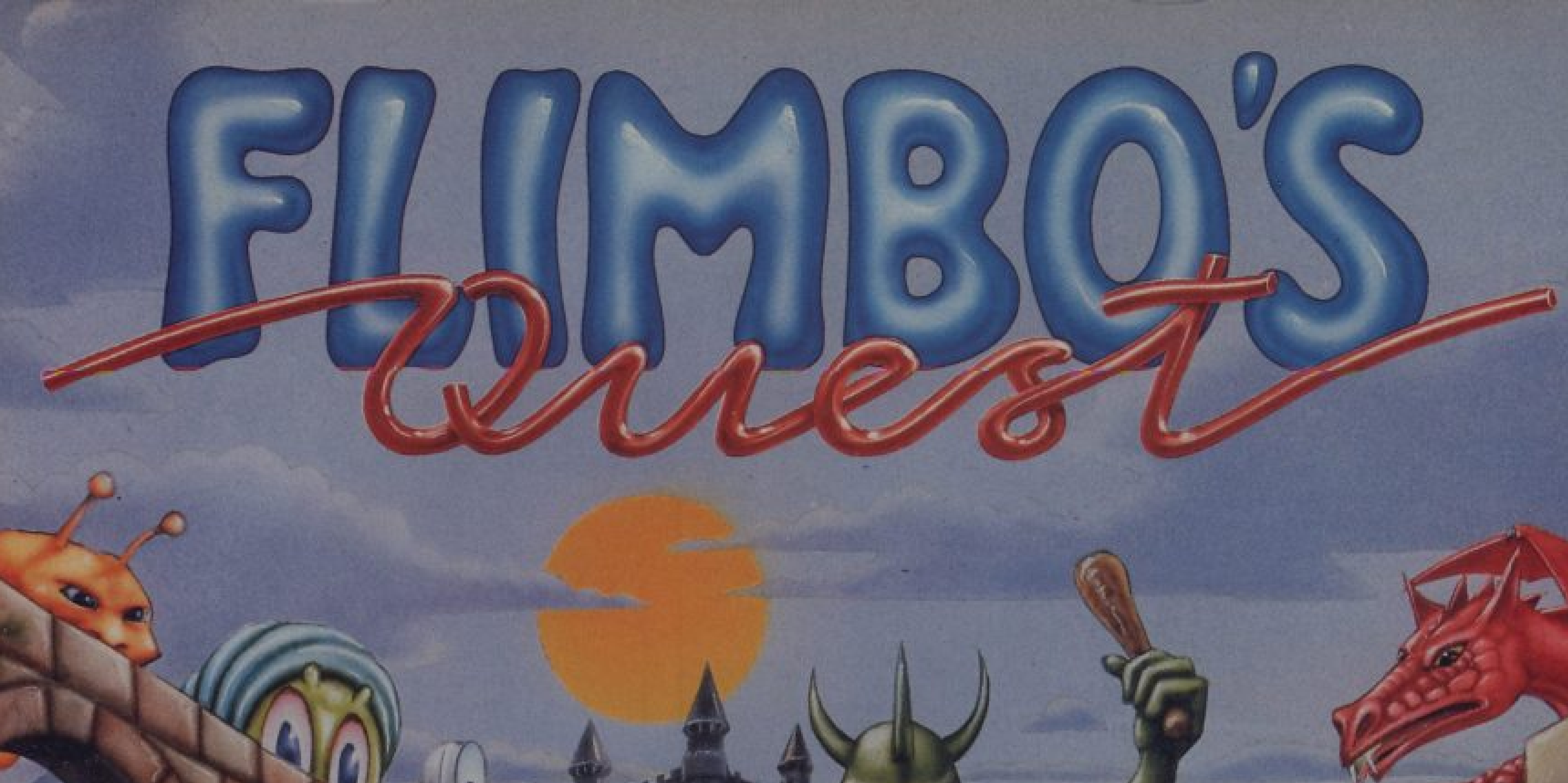
MISSION CONTROL

All you flight sim buffs will no doubt be ecstatic to hear that not only are Mirrorsoft bringing out a second Falcon mission disk with new intercept missions and weaponry, but Activision are bringing out an extra disk for the acclaimed Fighter Bomber providing 16 more missions. Both will be out for ST, Amiga and PC in the summer.

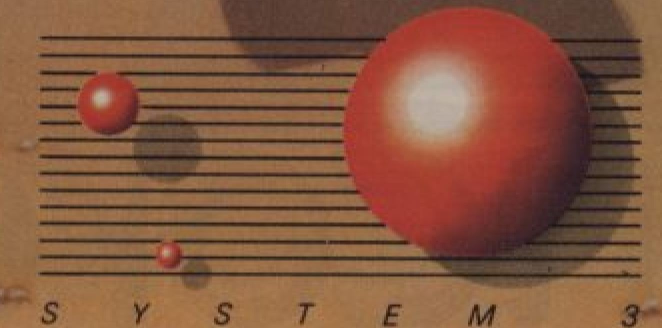


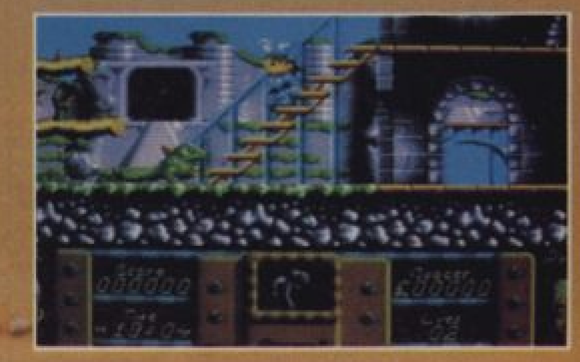
THUNDER-STRUCK

Mindscape have snapped up the license to the latest Tom Cruise movie, Days of Thunder which, according to their Phil Harrison, is "a very good film". It's based on the devil-may-care exploits of a handsome stock car driver played by Mr Cruise, a feat of casting which prompted Phil to describe the film as "Top Gun on the ground". Argonaut (of Starglider and Afterburner fame) are putting together the game, which should be a 3D road racer with lots of crash 'n' burn action. The movie will be on general release from July 4th ("Born On The 4th Of July", as it were) and the game is due on C64, ST and Amiga on September 1st, with other versions following in October. We'll keep you posted on any further developments.


FLIMBO'S
Quest




S Y S T E M 3





NEW! FROM ENCORE...

MIKE READ'S POP QUIZ
Spectrum Cassette £2.99
CBM 64 Cassette £2.99
Amstrad Cassette £2.99
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SUPERTRUX
Spectrum Cassette £2.99
CBM 64 Cassette £2.99
Amstrad Cassette £2.99
RELEASE DATE 11th July 1990
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WANDERER
Spectrum Cassette £2.99
CBM 64 Cassette £2.99
Amstrad Cassette £2.99
RELEASE DATE 11th July 1990
© 1988 Elite Systems Ltd.



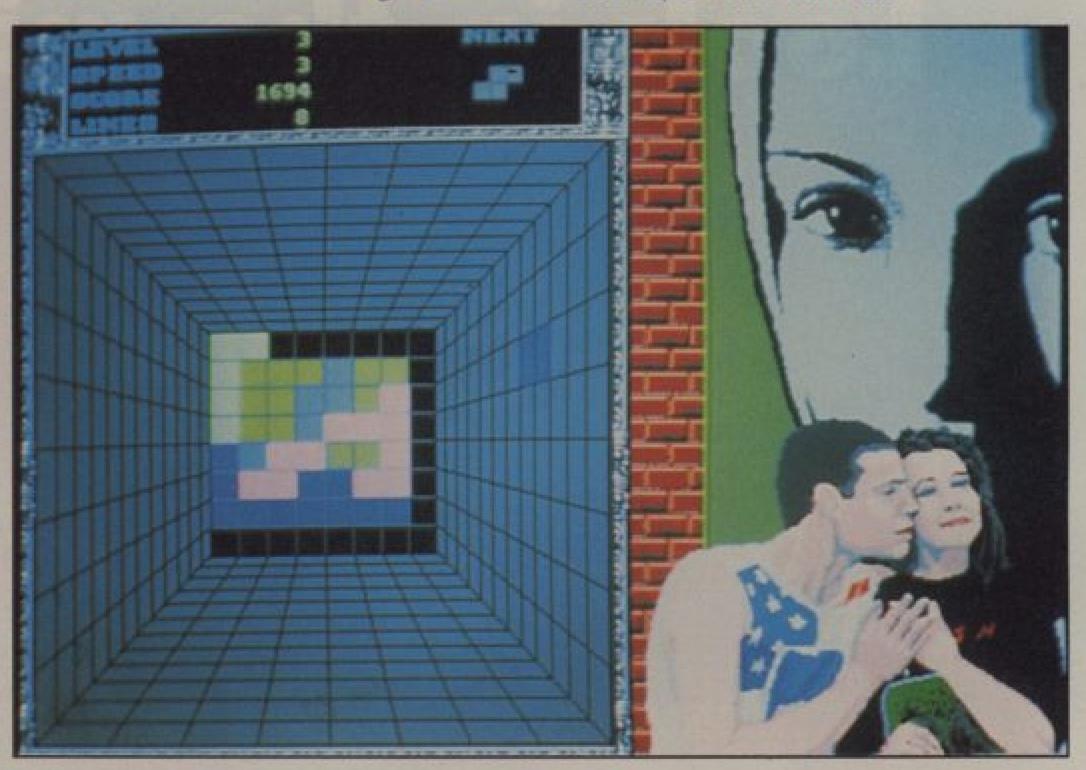
Elite Systems Limited Anchor House, Anchor Road, Aldridge Walsall West Midlands WS9 8 PW England Telex: 336130 ELITE G Consumer hot line: (0922) 743408

NEWS

TETRIS II

They said it could be done. "Nay, nay, nay", they nayed. But it's happening. The follow-up to the best game ever is almost here, and it promises to be even better than the original! That canny Commie, Alexei "Sayle" Pajitnov is working on the home versions of the sequel to Tetris. It's called Welltris, and it's set in a well. Again, the object is to create lines from falling blocks, only this time the lines can be either horizontal or vertical. There'll be variable difficulty levels, loads of weird and wonderfully-shaped blocks and, with a bit of luck, the same maddeningly addictive gameplay which the original "block" buster contains.

Now let's hope someone picks up the license for Hatris, the latest, terrifically playable installment in the arcade Tetris saga, which, in case you haven't seen it, is Tetris with hats!



WORLD CUP WINNERS (AND LOSERS)

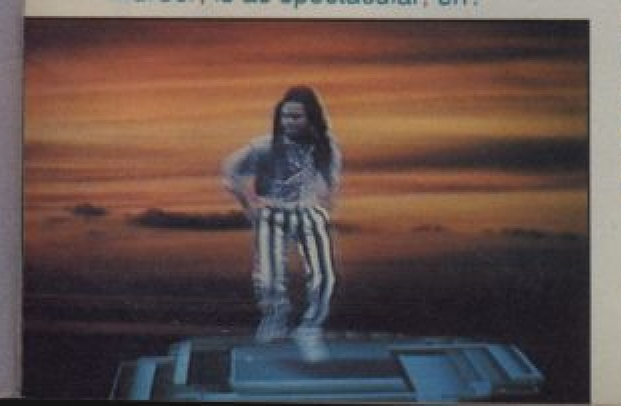
Why is Dave Beasant looking so pleased, despite being overlooked for a place in the England World Cup squad? Because he's just got his ever-so-safe hands on the new Commodore 64 World Cup bundle in which nestles everyone's fave 8 bit machine, as well as Beach Volley, Basket Master, Pro Tennis Tour, Run The Gauntlet and the so-new-even-we-haven't-seen-it-yet Adidas Championship Football. But Dave isn't sore - see, he's even letting lucky World Cup participator Tony Dorigo have a go, to see if he can do as well against the computer as he did when he helped give crappy old Cagliari that 6-0 drubbing a few weeks back!



DID YOU KNOW..?

Here's a vaguely interesting fact. Jason Kingsley, a graphic artist currently employed by US Gold, has not only created some of the snazzy piccies which you see on a wealth of games, but he was also involved in production of the images seen in the video for Adamski's number one hit, Killer.

Using software, written by his brother Chris for the Amiga and ST, Jason, whose past successes include the graphics for Trivial Pursuit, Better Dead Than Alien and Hunt For Red October, was able to create those brilliant effects seen pulsating away behind the dancers on the promo. Let's hope that his current project, called Murder, is as spectacular, eh?



PC KID - ONE CAREFUL OWNER

You know how it is. Buy a cart for your PC Engine, play it to death, then put it away to gather dust because you've finished it. Not any more! Console Quest, the mail order console sales people, have come up with a scheme whereby, if you want to buy a new Engine game, send your old one as part exchange and you'll get a tenner off the cost of the new cart! Console Quest say they want to expand the service in the near future, so that you could send back an old Megadrive game and get money off the cost of software for a completely different machine! Call Console Quest on 0424 718961 during office hours for further information.

Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME: ________________

ADDRESS: ________________

________________ POSTCODE ________

Please send to Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

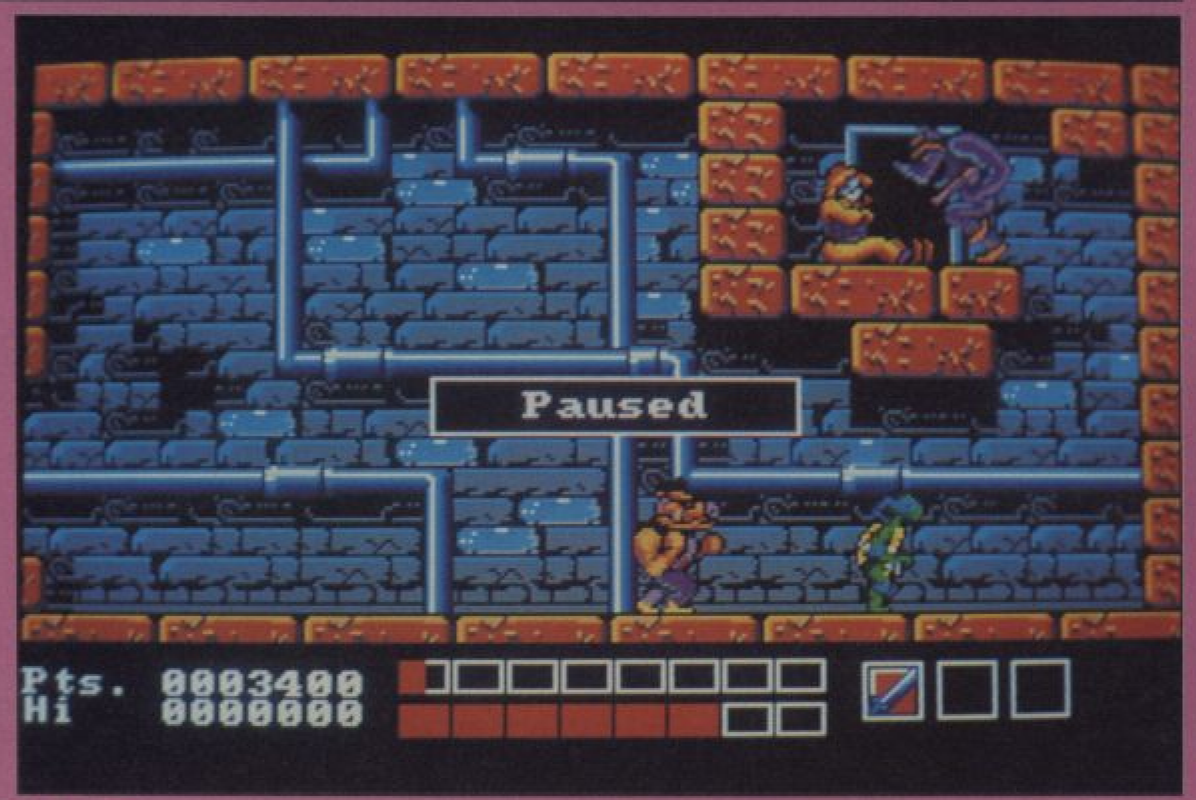
WITHOUT IT YOU'RE JUST PLAYING GAMES

TEENAGE HERO TU

BY ULTRA GAMES

What's green, hard on the outside but soft and squishy on the inside, and can spin a nunchaku like nobody's business? A Teenage Mutant Hero Turtle, that's what. Those stars of comic book, small AND big screen and even the Daily Mirror have at long last appeared on computer and, as usual, it's the dreaded Shredder and his obnoxious Foot Clan who are causing the heroes in a









E MUTANT TURTLES



half-shell untold amounts of trouble.

In an attempt to catch the Turtles with their shells down, they've gone and kidnapped ace reporter April O'Neill from the TV studio where she works, and are hustling her around the city. So, after a brief talking-to from Master Splinter, the four go off in search for their friend. But even Teenage Mutant Hero Turtles don't have it easy all the time, especially in a city the size of New York. Sewers, streets and buildings form a complex maze for the Turtles to negotiate - and wherever they go, it's a sure bet that there'll be a Foot Clan posse waiting just around the corner.

The player controls the Turtles one character at a time through the city, which is displayed both in birds-eye view 3D when patrolling the city, and in a traditional horizontally scrolling format when in the sewers or a building. If a Turtle's energy is completely depleted, he is captured by the Foot Clan, leaving the others to continue their task. Energy is revitalised by picking up slices of the Turtles' favourite food - pizza - which can be found throughout the city, along with extra weapons which the Foot Clan have absent-mindedly dropped.

UPDATE

At the moment Teenage Mutant Hero Turtles is only available on import on C64 and PC. It's hoped that either publishers Konami will produce, or allow a British software house to produce ST, Spectrum and Amstrad versions. We'll keep you posted.





AMIGA £24.99

If you've been expecting a straight conversion of the fabulous four-player coin-op, you may be disappointed to find out that Teenage Mutant Hero Turtles is, in fact, taken from the Nintendo console game. That disappointment soon fades away though, when you discover that this game is a lot more involved than its arcade counterpart, requiring not only lightning-fast beat 'em up skills, but a fair smattering of forward planning and mapping, too. Each Turtle has his own particular strengths and weaknesses, and if you choose the wrong dude for the job, it's quite likely that your character will get beaten. This can be frustrating in the early stages, but given time it becomes second nature as you begin to learn each Turtle's characteristics. Surprisingly, the game differs very little from the Nintendo version graphically; slightly blocky but generally well-drawn, sprites and backdrops. Teenage Mutant Hero Turtles could have been the worst game in the world and still would have sold like hot pizzas - luckily, it's not the case. Instead it's a challenging, addictive arcade adventure which fans of the Turtles (and who isn't?) should be more than happy with.

PAUL RAND

GRAPHICS	82%
SOUND	81%
VALUE	80%
PLAYABILITY	83%
OVERALL	82%

C+VG HOTLINES

WIN A TON OF GAMES

0898 334 150

Actually, we're giving away a ton-fifty of software to the winner of this special hot-line compo. One-hundred-and-fifty pounds, to be spent on software for YOUR machine, be it C64, Amiga, Nintendo, Engine, or what-ever. Get that HIT! you never could pre-viously 'cos your Dad was far too tight with the old wallet! Laugh at and generally de-moralise your schoolmates 'cos the last new game they got was something crappy and about twenty years old! It can be done - but only if you ring the hotline number right now!

WIN A GAMEBOY

0898 555 539

The Game Boy - such hot property that everyone who is anyone wants to get in on the act! With a wealth of new games coming out for it each month, and a stack of classic titles already available, this tiny terror is a real life-saver should you be on your own and stuck for something to do - no more boring bus-rides for the lucky winner of this month's giveaway! And what do you have to do to be in with a chance of picking up this super prize? Simply phone our Game-boy Hotline number, listen to what's said on it, and you're half-way there! Well, what are you waiting for? Do it!

WIN A PC ENGINE

0898 555 537

There's a saying which goes "You can have too much of a good thing". We don't agree. That's why we're giving away yet another PC Engine. Small, sleek and packed with gaming power, it's the machine everyone wants to own - and you could be that lucky owner if you ring the special hotline num-ber! Just think - Gunhed, Endurance Racing, Chase HQ - you could be playing them on a completely free console! So, pick up the phone and get dialling; you know it makes sense.

WIN A MEGADRIVE

0898 555 538

You've seen the multitude of HIT! reviews of Megadrive games. You know how good the machine is. You also know that we usually give away one of these class consoles every issue. Well, this month is no excep-tion. For the price of a phone call, you could be the most talked about, most visited, most hip and cool dude in your street, be-cause, if you're lucky, this amazing ma-chine could soon be winging its way to your front door - and it won't cost you a cent! Apart from the wonga that BT want off you, that is. But you're not stingy, are you. Phone NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL THE C+VG HOTLINES. CALLS ARE CHARGED AT 38p PER MINUTE (PEAK RATE) AND 25P PER MINUTE (OFF-PEAK). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.



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Available from W.H. Smiths, Menzies, Boots, Woolworths your local VIRGIN store and all leading software retailers.
℗1990 Virgin Mastertronic, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX.



You're lucky to see YOB at all this month - he said he was too busy watching the World Cup to answer your letters. However, we threatened to remove the laces from his Doc Martens if he didn't, so he's given up some precious between-match hours to do his stuff. Be warned, though, he's dead grumpy about it (what's new). If you've got anything interesting to say, write to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget there's a prize for the best letter of the month!

MY CRAPPY 6128

Dear YOB,
I've got an Amstrad 6128, and I think the games are rubbish. How come the Amiga 500 has got better graphics than the other computers? Last week I got a game called Kick Off and the graphics were rubbish, but when I saw the Amiga graphics they were much better. What I am trying to say is that I hope, in the future, there will be much better graphics on the Amstrad as well as the Amiga. And can you tell me what the best game is for the Amstrad?
Sanjay Limbachia, Crawley, W Sussex

YOB: Well, Sanjay, the reason the Amiga's graphics are better than the Amstrad's is that Commodore produce their computers using an old family recipe that has been passed down through the generations. I shouldn't really be telling you this, but they use a secret ingredient which is actually a special kind of moon rock and it's the current scarcity of moon rocks on this planet that makes the Amiga so expensive. There, learn something new every day, don't you? Oh, by the way, Rainbow Islands and Chase HQ are probably the two best games on the Amstrad.

GIMME FREE TAPE

Dear YOB,
At the moment I am the proud owner of a Commodore 64 and I want to know... Why don't you stick a free tape on the front of your mag with some demos or a game? I know what you're saying, "Yes, but a tape costs a lot more", but a tape only costs 50p and if you stick it on your mag it will only cost £1.70 which is cheaper than any other mag with a freebie on it.
Christian Difelice, Lakeside, Cardiff

YOB: We like to keep everybody happy at C+VG, so if we put cassettes on the cover of C+VG for the 8 bit readers, we'd have to put disks on the cover for the 16 bit readers and various types of cartridge on the cover for the console readers! Impossible - we'd end up with a whole flamin' computer shop hanging off the front cover, and it'd cost a fortune! That's why we give away stuff to suit everyone, like Holopreviews (TM), footy books and Turtles posters, stuff that no-one else in the Universe gives away. And if you thought those were good, just you wait to see what we've got lined up for the end of the year...

'NOTHER NINJA GAME

Dear YOB,
I have devised a game called Ninja Kids. The idea is to get to school on time.
Level One: In this first level you have to take on a gang of snowball-wielding warriors from the enemy school, Snobgrass High (it is set in winter). Once you have done this you

catch the school bus.
Level Two: Due to the cold weather the bus conks out and you have to take a short-cut. Here you have to take on a gang of skateboarding maniacs, armed with catapults and knives. Duck them and you can nick their boards.
Level Three: The gang of school bullies are waiting for you, and they are some of the toughest guys in town. You have to beat up about twenty of them before you can cross to the school gates, where the boss bully is waiting. Defeat him and you get into school on time, winning the game.
Glen Taylor, Vazon, Guernsey
YOB: Blimey! An exact account of every trip to borsta... er, school I ever made. Ahhh, schooldays, eh? Happiest days of my life, that's for sure. 'Course I've graduated to Basildon College for Seriously Disturbed Thugs and Socially Unacceptable Behavioural Disorder Patients since then.

MEGA EXCITING GAME

Dear YOB,
As you said you'd give £50 worth of software for the crappiest game design, I thought I'd have a go.
Level One: A blank wall with a door in it.
Level Two: Man walks through the door and picks up a pot of paint.
Level Three: He opens the paint.
Level Four: He paints the wall black.
Level Five: He sits down to watch the paint dry.
Level Six: The paint dries and you complete the game.
David Howells, Dyfed
YOB: That sounds pretty good, actually - I've got much better ones than that. How about Super Ninja Hemorrhoid Simulator - you're a Ninja and you've got to sit on your behind for as long as possible and grow a big bunch of bottom grapes! "Piles" of fun!! Ho! Ho! But I think the absolute skid on the Y-fonts of computer gaming would be a Trainspotting Simulator. Stand on a cold and wet station and collect the numbers of trains. About as much fun as peeing on an electric fence. It could even be sold with a free anorak, rucksack and thermos flask.

MUTANT HERO TURTLE COIN-OP HERO

Dear YOB,
I've just played one of the wickedest arcade games ever. What am I talking about? Teenage Mutant Ninja Turtles, of course!
The graphics are brilliant, very humorous, and the sound is fab with loads of speech and the Turtles soundtrack blasting out. And the playability is nearly bursting out of the cabinet; loads of moves, lots of guards and end-of-level baddies. If you haven't played it already go out and find it and have a go; it's wicked!
Daniel Baker, Warley, W Midlands
PS Just out of interest, how much would a Turtles machine cost?
YOB: Ha! We've beaten you to it! The C+VG lads spent several hours on a Turtles machine on Free Play at the ATEI coin-op exhibition in February and reckoned it was brilliant. Three grand would get you a brand new Turtles coin-op - that's a lot of Mars Bars.

FIVE SEGA QUESTIONS

Dear YOB,
I am considering purchasing a Sega Megadrive. Before I buy one would you answer the following questions for me; it would be greatly appreciated.
1. Can you give me a more precise price for the Megadrive than around £200 when it is officially released later this year?
2. Will all the grey imported Megadrive games be re-released for the new English Megadrive, eg Super Shinobi and Final Blow?
3. Will the game Resalwor be coming out on the Megadrive? It was in the arcades in 1989 and was made by Sega - it is a very good game and I can't wait to play it again.
4. Are you still going to review the grey Megadrive games in your mag or will you forget them?
5. Will people still import new games over here when the English Megadrive is released?
Anthony Ayton, Beckenham, Kent
YOB: Okay, here we go. 1. Official Sega distributors Virgin/Mastertronic say that the Sega Megadrive will be on sale in Britain in September and will cost £175.00. 2. I should think so - although Super Shinobi will be called Revenge of Shinobi! Don't forget, certain software houses in Britain are also working on Megadrive games - those will appear too! 3. Who knows the secret of the Black Magic box? 4. Of course we'll still be reviewing them - C+VG always reviews everything that's new and hot 5. Yes, I should think so.

SPOT THE SPAZMO

Dear YOB,
In issue 102, a Swedish transvestite said "Long live consoles", so I am going to Sweden to ram his console up the dark end of his anatomy. Consoles are good up to a point but you get really bored with the games, especially when you are selling blood and organs to pay for the blasted games.
The Amiga and ST are totally wicked, you can do loads more with them and the games start at £24.99 and go down. But with consoles, you just plug away with the kidney controller and listen to the sounds, which no magazine has mentioned yet. I suggest to this psychopath that he hires an Amiga and borrows Sword Of Sodan, Fiendish Freddy and Dragon Ninja as you can't get any of these for consoles. So every com-



puter owner, fight back!
Max Peacock, Kingsbridge, S Devon

YOB: I really don't know why you're getting your knickers in such a twist. The ST and Amiga are very versatile machines, but programmers have yet to start exploiting the full potential of the consoles. For every game you cite as an example of Amiga-only excellence I could come up with equally brilliant Megadrive or PC Engine games, but where would it get us? Nowhere, that's where. So why don't you stop whinging about who's computer is the best and just get on with enjoying the games? After all, at least you don't have to sell blood and organs to buy a console!

WOTS A SUPER NINTENDO

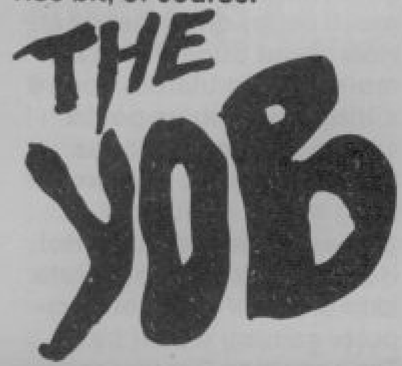
Dear YOB,
Please, please answer my questions about the 16 bit Super Nintendo - I'm going crazy to get some proper info on this console.
Firstly, my friend has a Sega Megadrive. My mum said I could have one for my birthday in June as all my friends are also getting one. Recently, I was looking through the blessed pages of your Consoles Book II, making enquiries about the Megadrive, when I saw an advert saying "16 Bit Nintendo Coming Soon". I nearly fainted. Whatever I've read about this console, it always says "Probably won't be available for about three years". How come they're here now then? When I asked about the release date the lady said it would be about September but she had no idea about the price.
Now I'm stuck. Shall I get a Megadrive for my birthday, wait and get the "destroy everything with microchips" Nintendo in September or get the official Megadrive in September? If you wonder why I doubt the Nintendo, it's because of the availability of games. Also, how much will the Nintendo and games be? Please, please put my mind at rest.
Matthew "Choosingcarefully" Stenning, Wrexham, Clwyd
PS Bring out a monthly consoles mag and giz some Nintendo info.

YOB: The Nintendo Super Famicom is to be launched at a Japanese trade show in September, so, as the lady you spoke to said, importers could well have them for sale here by October, along with four games including Super Mario IV (as long as the machine doesn't sell out in Japan, which is highly likely). The Japanese price will be the equivalent of about £120, but whether that will be the UK price is very doubtful - it would more than likely be about £200. With such powerful custom hardware, Nintendo will be hard pushed NOT to produce stunning games for the Super Famicom, but how and when they'll be available officially over here is a mystery from the files of Arthur C Clarke. Expect more info in The C+VG Complete Guide to Consoles Book III out in August.

THE OFFICIAL C+VG GAME

Dear YOB,
I read about the design-a-game comp in issue 100 and decided to enter, so here is C+VG - The Game.
Level One: You play Paul Rand, who has woken up late after a party. Terrorists have invaded his house and Paul must get to EMAP Towers at all costs, before he is fired. He has only his bad breath to defend himself and must find the keys to his Mini before the terrorists get him.
Level Two: You play Jaz Rignall in this level, and must rescue Paul Glancey from the terrorists who have now invaded EMAP Towers. You start with a gun at the bottom of the Towers and must reach the top to find Paul.
Level Three: You take control of Andrea and must try to get JR, PR and PG to do some work! All you have to do is beat them up (oo-er). If you fail then (HORROR!) C+VG's new ish won't come out!
Level Four: You take control of YOB himself, who has been called in because the terrorists have taken all the delivery vans. You climb along the telephone wires until you get to the newsagent, but your progress is hindered by terrorists, climbing along and attempting to knock you off. You can kill them by kicking them off.
If you complete this level, all the team get a pay rise. Brill, eh?
Mervyn Robinson, Holywood, Co Down

YOB: You don't know how close you've come to the truth. Apart from the pay rise bit, of course.



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Here we go with another mound of stuff, including a Turrican map and Castle Master tips. A new feature in this month's tips section is Strip Tips - arcade tips presented in comic strip form. This month we concentrate on the brill beat 'em up Final Fight. I think it's excellent - let me know what you think. If you're a player with big 'n' juicy tips (or maps, POKEs, cheats or whatever), why not send them in to me at: PLAYMASTERS, C+VG, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a mega monthly prize of £150 worth of software for the sender of the best tips - this month won by Tony Bennet of Frampton Cotterell. Go for it! Next month it could be your turn!



MEGADRIVE

GHOULS 'N' GHOSTS

Eugene Sfetos of sunny Sydney, Australia sent in this marvellous cheat mode for this marvellous arcade conversion. Switch on the machine and wait for the title to float down the screen then press UP, DOWN, LEFT and RIGHT on the joypad and you should hear a tune that sounds like a harp. Now you can select your starting level using one of these combinations of button presses.

BUTTONA
Second half of level one
UP and START
Level two
DOWN and START
Level three
LEFT and START
Level four
RIGHT and START
Level five
DOWN, RIGHT and START
Loki - the final boss

GOLDEN AXE

To select your starting level, go to the character select, press button B, hold the pad diagonally DOWN and LEFT and press START all at the same time and on joypad one. The level number will appear in the top left of the screen, and you can change it by pushing UP and DOWN on the pad. That's another Adam Tinlett tip.

PC ENGINE

HEAVY UNIT

Tai Ta of Deptford discovered how to select difficulty level and reserve ships on this blaster. On the title screen, push LEFT, I and SELECT together and the options screen will appear before your very eyes.
Further to that, Tai also found the music test mode, which you can call up by holding down SELECT, I, II and LEFT on the title screen.

CHASE HQ

Usually after the fifth chase, you start the game again. Continue until level ten when the same thing happens. Continue again and you go on to the eleventh stage where you have to catch the final boss, a huge truck! Christopher "Cool" Maier sent that one in.

NINTENDO

TOP GUN

To warp to the level of your choice disconnect both controllers and switch the machine on. Now plug in controller 1 and press START. Select one player (not "versus") mode, and press START again. LEVEL SELECT 1 will appear and you can move up levels just by pressing the SELECT key. Adam Tinlett of Forest Hill discovered that.

TRACK AND FIELD II

Andreas Norreford of Stockholm sent in these last day passwords for this smart sports game. And they are...

USA 54HLPHJNI
USSR 2M1SPZJWS
FRG 5ZHDPZJ2S

Andreas also says that the best way to succeed in the Hammer Throw is to release the hammer at 80 degrees with very little power.

ATARI ST

IMPOSSAMOLE

After last month's map, here are the cheat modes, which come from Tony Bones of Hemel Hempsted. Get onto the high score table and type:

HEINZ...
For three full power bars
ANNFRANK
For a low energy top up
LUMBAJAK
For double length energy bars
OOCHOUCH
To walk on water, etc
COMMANDO
For no time limits on weapons
JUGGLERS
???

CHAOS STRIKES BACK

If you've played this game, you'll know it's full of surprises, but did you know that there are secret passages in the hall of mirrors which lead to extra characters? Well, there are, and Matthew Farenden was the first to write in with details of finding them. To recruit Lor, Champion of Good, face the mirror of Itza, Warlord of Uxmal, then take one pace right, one

continued P27

CASTLE MASTER

- Don't know where to start on this mammoth Freescape game? Here's Tony Bennet of Frampton Cotterell to give you a guided tour of the outer regions. Take it away, Tony!
- The first thing to do before you enter the castle is have a good walk around, until you find the wizard's hut. Enter and eat the cheese on the table, then return to the castle drawbridge and hurl a rock at it to lower it.
- Once inside the castle, turn immediately right and go through the Right Atrium into the South East Tower. Open the plain door on the left and enter the kitchen, then take a step forward and turn around to find a key. If you look at the information screen, you'll find that this is the key to Igor's room.
- Leave the kitchen then turn right. The next door down is the door to Igor's room, so open it with the key and kill Igor. Leave and continue around the corner of the tower until you come across a gate with some buttons beside it. Push the right button and the door opens.
- Go through the door on your left into the East Passage then walk on towards the North East Tower. Forget about the door directly in front of you and walk westward and around the corner until you get to a door on your left. Go through the door into the north passage.
- Walk all the way along to the North West Tower and open the door in front of you. There's a spirit inside so get ready to pelt it with a stone. The door ahead leads to the Pentacle Room but before you can enter you need the ten pentacles. Turn around and you'll find a key and ten flashing pentacles on the wall. These aren't the real things, but if you click on them you are told where to look for them.
- Go out into the corridor again, turn right and follow the tower around. You can't reach the Cellar Steps so get past the other button and shoot the lock off the door to the Guard Room and go inside. Go right up to the grate in the far wall and you can see what's in the Pentacle Room.

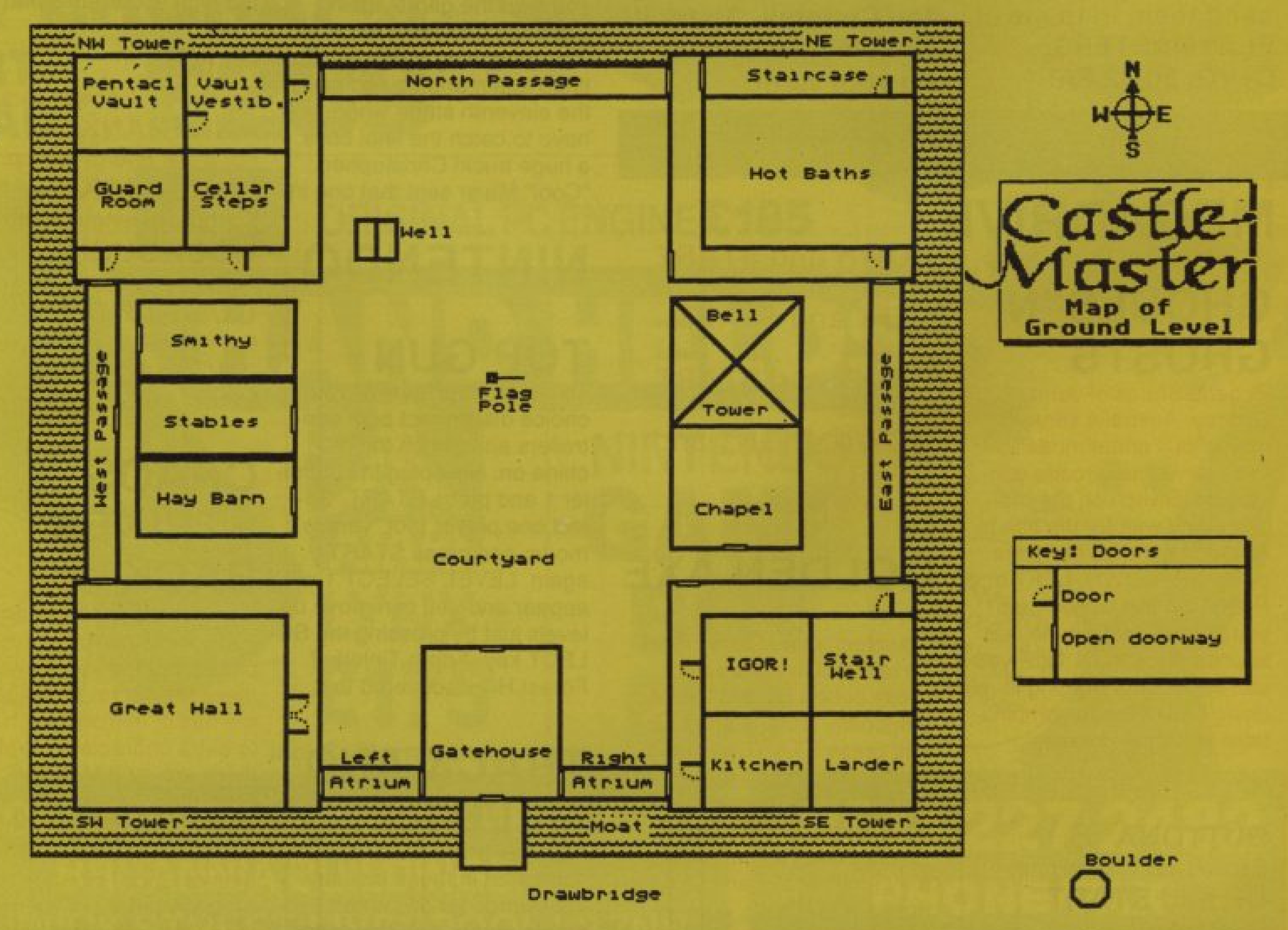


- Go back out and head down the West Passage, ignoring the door in the east wall for the moment. Crawl over the top of the obstacle at the end of the passage then walk around to the Great Hall's double doors. Open them, but be ready to shoot the spirit that's inside. Have a good poke around, because there's something in here that you need. Got it? Ok, step outside again then head right and through the door to the Left Atrium. This takes you back to the Gatehouse from where you can start exploring the Courtyard.

FURTHER POINTS OF INTEREST

- There's a key in the well, but that's not all.
- There's a wooden horse in the stables. What's inside it?
- Look around in the hay in the barn.
- Shoot the flag.
- The chapel holds plenty of secrets. Check the altar, and the hole in the roof.





pace back, three paces right and forward one pace. You should now be in a secret corridor. Open the door and kill the mummies with a fireball spell. Go up the steps and Lor's mirror is at the top. Kazi, a master Ninja, is also hidden. Go to Petal's mirror, then go backwards into the corridor. Take two steps left and go forward into another secret corridor. Kill the rock monsters with a fireball spell and recruit Kazi.

SPECTRUM

RAINBOW ISLANDS

Michael Mardney reckons that when you get to the top level you should quickly move to the top left or right using rainbows. When you get to the corner, keep jumping and you should become invisible and your score should shoot up!

SAIGON COMBAT UNIT

Michael Mardney also unearthed the code which gets frustrated GIs into the second part of this crazy combat game. Remember, the password is STARLIGHT.

SHINOBI

Still having problems with this arcade conversion? Try redefining the keys as G. R. U. T and S. and the words HELLO CHEEKY should appear. Redefine the keys as you want them and start the game with lots of lives. Thanks to Jonathon Boot for that.

AMIGA

RAINBOW ISLANDS

To start the game with all sorts of magic bonuses, type in one of these codes (as sent in by Daniel Pemberton of East Molesly) on the title screen.

BLRBJSBJ
Fast feet
RJSBJSBR
Double rainbows
SSSLLRRS
Fast rainbows
BJBJBJRS
First hint
LJLSLBLS
Second hint
LBSJRWL
Continue on all rounds

When you have typed in a code, click a credit and a red pot should appear in the corner of the screen.
To enter the secret room you need to collect all the diamonds in the right order, which if you ever listened to your Physics teacher, you would know is **RED, ORANGE, YELLOW, GREEN, BLUE, INDIGO, VIOLET** (the colours of the rainbow, see?). A door will appear in the guardian's lair leading to a room full of permanent magic potions.

CABAL

Daniel Pemberton also sent in the cheat mode for Ocean's coin-op conversion. During the game, type **SCHLIKA** and the border should flash. Now press F2 and as if by magic, you'll finish the level.

AMSTRAD

AMC

Igor of Trinity sez that the password that gets you into the second half of this game is **DAGOBAH**. So now you know.

C64

SHORT CIRCUIT

"No disassembuuull!" as Number Five would say, but that's exactly what Michael Dhami of Letchworth did to this game's code. To get straight onto the second level, wait for the menu to appear then press F7 and F3 at the same time, then release them both and press just F7 again. If you get caught and deactivated, just repeat the cheat to continue.

IMPOSSAMOLE

This cheat for the C64 version comes from Simon Keefe of Liverpool. To stop any baddies, keep your finger on pause (the P key). You should find that some of them stop moving. Keep pressing it until it stops the ones you want then kill them. This also works on the end of level bosses.

SEGA

PSYCHO FOX

At the end of level 1-3 jump on all the springs until you get to the very top spring, keep bouncing and when you are about to come down on that spring, release the crow and it should make a crack. Do this three times and a warp should open up. Jump in and walk as far as the pot. Jump on the pot, press down on the joypad and you'll appear in world 4! Thanks to James May of Birchington for that gem.

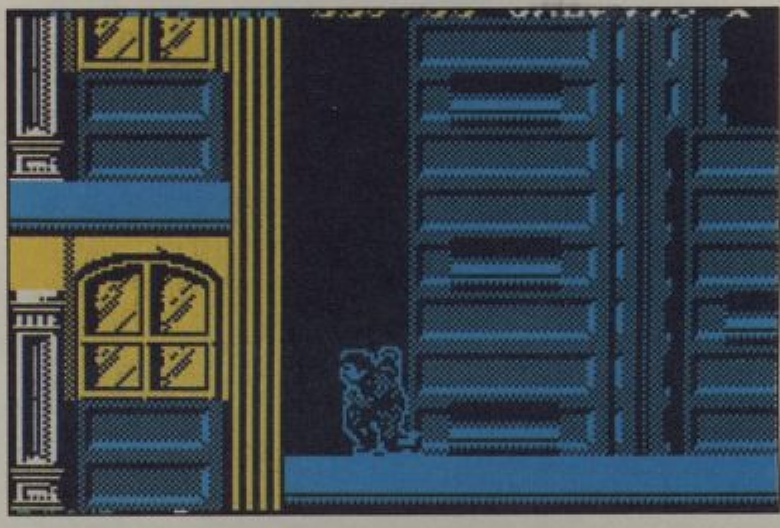
MY HERO

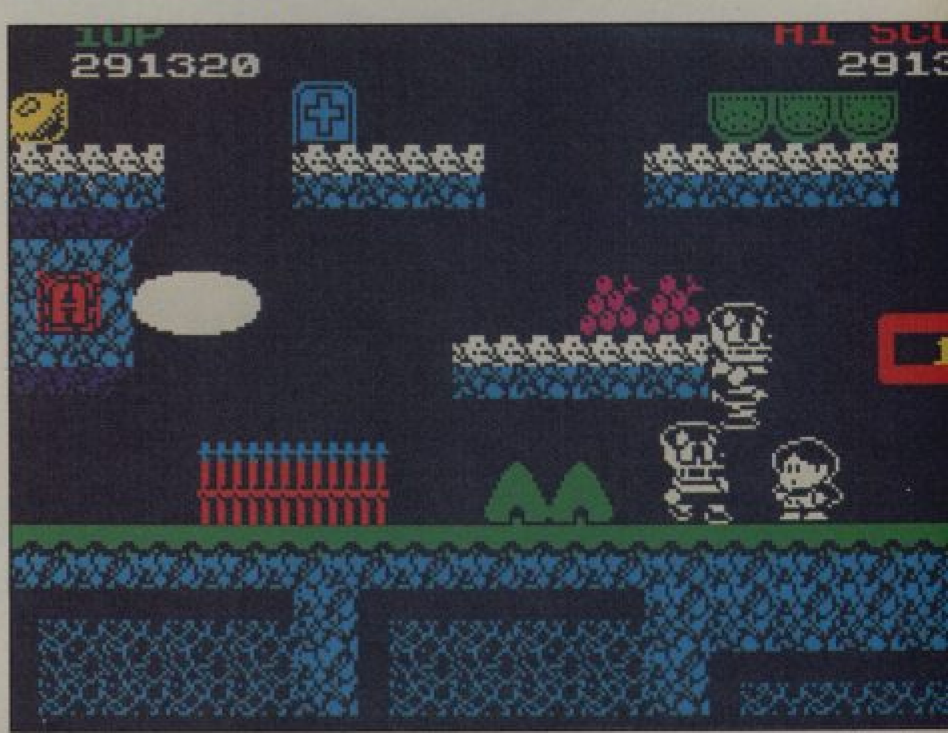
Philip Highsted of Stevenage reckons you can get an extra life in this game by punching the Knife Thrower in the back. Not very sporting, but there you go.

GAME BOY

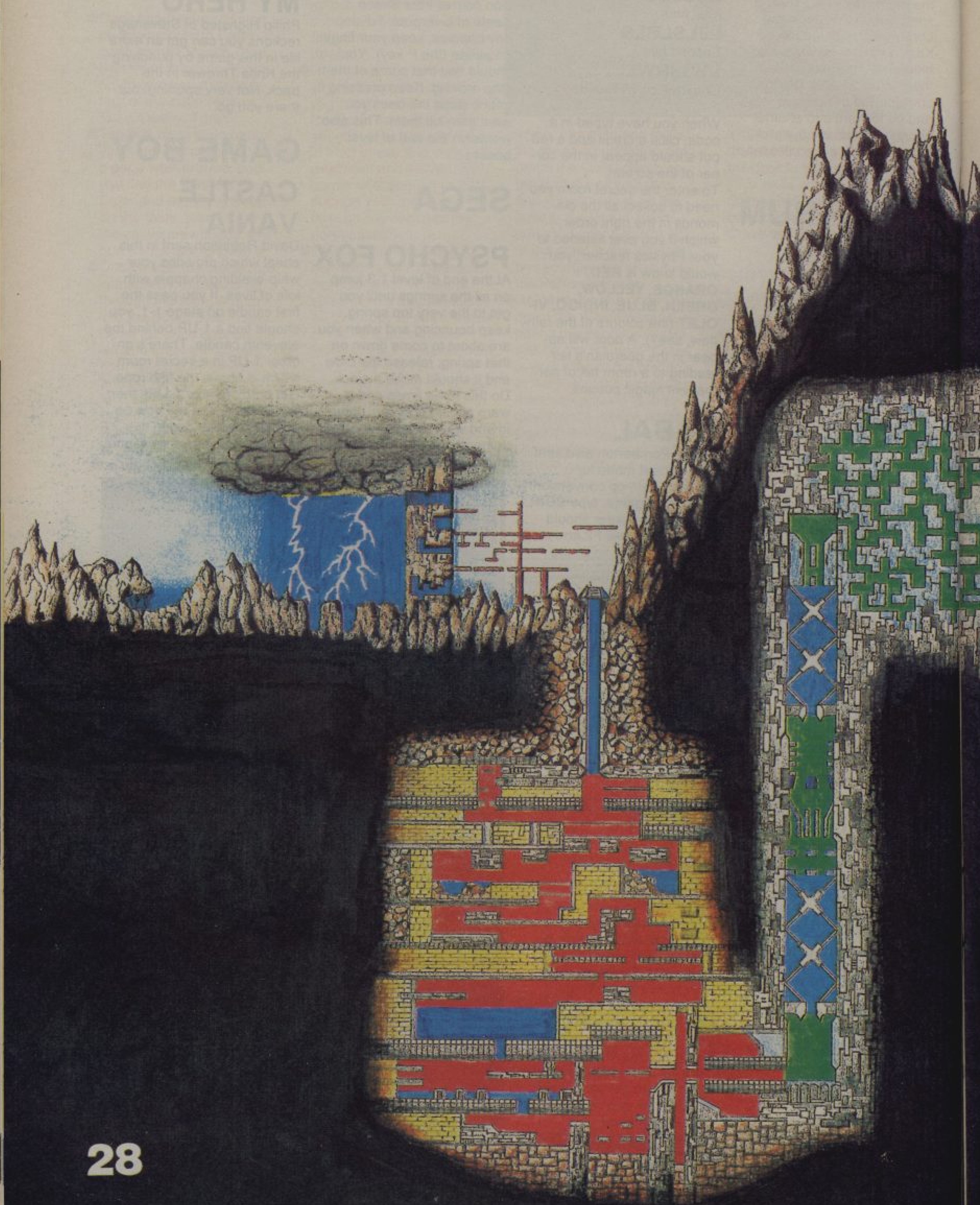
CASTLE VANIA

David Robinson sent in this cheat which provides your whip-wielding chappie with lots of lives. If you pass the first candle on stage 1-1, you should find a 1-UP behind the eleventh candle. There's another 1-UP in a secret room which is above the fifth rope. Get both of these 1-UPs then kill yourself. You will now be able to keep repeating this method, earning yourself one extra life each time.





The world o




of Turrican


Final Fight
HAGAR. The strongest, but slowest. Keep punching and let enemies come to you. Gather them into a group and back slam them into one another. Avoid using weapons on fast opponents.
GUY
CODY
HAGAR
GUY. Extremely fast, but lacks attack power. Keep enemies confused by constantly moving around the screen. Use the flying knee, punch, shoulder throw combination for devastating effects.
CODY. Good all-rounder with both strength and speed. Keep enemies pinned down with punches, then throw them around the screen. Take out the bigger guys with knee kicks. Expert with a knife.
Destroy objects to reveal special items.
Food restores energy, while collecting items such as radios and jewels increases your score. Finally, use weapons to keep the enemies on the ground.



When DAMND appears, drain his energy with knee kicks or head butts. While Damnd is sitting on the wall, attack the smaller thugs, but be prepared to dodge him when he does his flying kicks.
Never get in front of SODOM when he's armed with swords. Move above or below him, grab him and either knee kick or head butt to stun him. Try and grab him as soon as he stands. If he charges, kick him down and grab him.
Fight EDI.E with the same tactics as Sodom, but use punches instead of grab attacks. Finish with a throw and use the spare seconds to reposition yourself. Try and stay close when he draws his gun - he only shoots when he's far away. Finish him off with knee kicks.
BAR
Avoid using grab attacks against ROLENTO. He attacks with a stick, so kick to keep him at bay. If he strikes you, you have several seconds to attack. If he tries a flying kick, defend with a death blow. When he throws grenades, dodge them and use grab attacks.
Stay at the bottom of the screen and when ABIGAIL runs on, use your grab attacks twice. After that he grabs you, so avoid getting too close. When he charges you must punch in his direction.
The boss - CROSSBOW. He fires his weapon if you walk in front of him, so keep moving and use sneak attacks. It's tricky to grab him, so stick to punches and kicks. Throwing enemies at him puts him off balance. Cody and Guy can deflect crossbow bolts fired horizontally, not diagonally.



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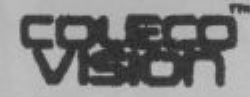


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HIGH SCORES

Here's the definitive guide to record scores - the Official UK Highscore Table. All scores are passed by our panel of experts - if you have a record score, why not send it in on a challenge form? The address is C+VG CHALLENGE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALTERED BEAST
570,900 Hywel Davies, Maehen, Gwent
AMERICAN PRO FOOTBALL
111-0 Alan McPherson, Giffnock, Glasgow
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 89,820 Sean Lenton, Northampton
FOOTBAG: 151,070 Lee Crowther, Castleford, W Yorks
SURFING: 9.8 Robert Wigston, Lanarkshire, Scotland
SKATING: 4820 Stefan Borson, Manchester
BMX: 165,100 Dave Attree, Ulverston
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
217,600 Kai-Ling Ho, Stanford-Le-Hope, Essex
DOUBLE DRAGON
619,460 Andrew Jackson, Jarrow, Tyne & Wear
DYNAMITE DUX
747,180 Andrew Bowley, Melton Mowbray, Leics
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
415,250 P Barrow, Chorley, Lancs
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOSTBUSTERS
$9,999,900 Dominic Rackstraw, Bracknell, Berks
GHOST HOUSE
1,388,500 James Denham, London
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
66 Eddie Harford, Northolt, Middx
GOLDEN AXE
245.0 Dave Attree, Ulverston
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
14,978,820 Hywel Davies, Maehen, Gwent
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
555,000 Andrew Doyle, Preston, Lancs
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
88,850 Scott Wilson, Deal, Kent
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
574,000 Martin Fox, Beeston, Beds
R-TYPE
7,499,300 Hywel Davies, Maehen, Gwent
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
17,214,740 Matthew Horne, London
THUNDERBLADE
2,783,000 Ross Malcolm, Hampton
VIGILANTE
180,000 Andrew Hartley, Stockport, Cheshire
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
350,100 Wai-Yin Man, Brighton, E Sussex
WORLD SOCCER
33-0 Peter Garnett, Knutsford, Cheshire
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
12,356,723 Julian Rignall, C+VG
ALTERED BEAST
2,209,900 Joel Cullen, Hants
ASSAULT SUIT LEYNOS
584,511 Dean Sayers, Wakefield, W Yorks
CURSE
8,439,400 Mark Nadin, Macclesfield, Cheshire
FORGOTTEN WORLDS
1,687,200 Sun On Tang, SOuthampton, Hampshire
GHOULS AND GHOSTS
362,900 Paul Bristow, Erith, Kent
GOLDEN AXE
370.5 John Farmer, Stockport, Cheshire
LAST BATTLE
458,500 Sun On Tang, Southampton, Hampshire
NEW ZEALAND STORY
354,740 Dean Sayers, Wakefield, W Yorks
RAMBO III
1,090,070 Richard Rosamond, London
SPACE HARRIER II
26,510,700 Christopher Giles, Ashford, Kent
SUPER HANG-ON
Beginner: 49,800,100 Julian Rignall, C+VG
Junior: 51,149,300 David Bond, Cambridge
Senior: 65,442,600 David Bond, Cambridge
Expert: 55,104,600 David Bond, Cambridge
SUPER SHINOBI
2,620,400 Chris Giles, Ashford, Kent
SUPER REAL BASKETBALL
272-0 Sun On Tang, Southampton, Hampshire
TATSUJIN
1,462,270 David Moore, Southend, Essex
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
WORLD CUP SOCCER
15:0 James Smith, Lothersdale, W Yorks
ZOOM
104,880 Paul Stokes, Aberdare, Wales

NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
COBRA TRIANGLE
456,150 Paul Hamilton, Battersea, London
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
1,101,600 Steffen Sletvold, Norway
OPERATION WOLF
1,046,650 Byron Chan, Singapore
PRO-AM RACING
330,007 Damien Moriarty, Coorparoo, Australia
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Completed Julian Rignall, C+VG
TOP GUN
175,000 M C Warlock; Plymouth

GAMEBOY

SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg, Sweden
BLOODY WOLF
1,084,100 Satnam Bains, Southall, Middlesex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
227,250 Anthony Bird, Cheshire
ORDYNE
455,900 Julian Rignall, C+VG
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SHINOBI
280,600 Tim Morris, Stoke-On-Trent, Staffs
SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-Trent, Staffs
SPACE HARRIER
31,271,260 Anthony Bird, Cheshire
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
19:22:23 Satnam Baines, Southall, Middlesex
VIGILANTE
142,090 Tim Morris, Stoke-On-Trent, Staffs

C64

ALTERED BEAST
356,400 C Maddocks, Killamarsh, Sheffield
APB
49,655 C Maddocks, Killamarsh, Sheffield

HIGH SCORES

ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
616,420 Gaspart Arnand, Belgium
BOMBUZAL
356,000 Sig Sejersen, Denmark
BUBBLE BOBBLE
6,341,420 Kevin Killen, Romford, Essex
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
DENARIS
417,700 Carl Patterson, Walsall, W Midlands
DRAGON NINJA
760,000 Matthew Hill, Adelaide, Australia
GHOULS AND GHOSTS
6,468,550 M & J Deloughry, Wigan
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,415,600 Luke Hetherington, Yeovil
NINJA WARRIORS
172,470 Gary Crane, Stamford, Lincs
OPERATION WOLF
1,000,300 B Hardcastle, Cranleigh, Surrey
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAINBOW ISLANDS
2,221,930 Adam Stanley, Folkestone, Kent
RAMBO III
962,400 Wolfman D, Nelson, Lancs
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
2,015,600 Nick Tarry, Whetstone, Leics
SALAMANDER
303,400 David Leitch, Milton, Glasgow
SILKWORM
1,288,900 Christer Bjorkman, Finland
TEST DRIVE II
203,850 Paul Warwick, S Victoria, Australia
TURBO OUT RUN
15,900,000 Steven Gemmell, Harefield, Middx
UNTOUCHABLES
86,895 Brian Lee, Kincorth, Aberdeen

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BACKLASH
1,450,800 James Boyd, London
BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUS #
4,802,260 Peter Graham, Newtownabbey, Co Antrim
DRAGON NINJA
110,120 Philip Hogg, Liverpool, Merseyside
DYNAMITE DUX
737,590 Andrew Mummery, Sittingbourne, Kent
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FORGOTTEN WORLDS
267,170 Stephen Simpson, Otley, W Yorks
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IK+
243,600 Andrew Newton, Wigan
IKARI WARRIORS
79,400 Stephen Simpson, Otley, W Yorks
INDIANA JONES ARCADE
14,100 Tim Beer, Streatham, London SW16
LED STORM
806,950 Richard Davis, London
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION THUNDERBOLT
791,300 Keith Vance, Belfast
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
70,250 Ian Currigan, Birmingham
POWERDRIFT
1,750,044 Chris Skok, Epsom, Surrey
RAINBOW ISLANDS
1,595,690 Keith Vance, Belfast
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
ROBOCOP
401,220 Aaron Kramer, Morayshire
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE ACE
28,800 John Bowden, Grays, Essex
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,684,896 Stephen Simpson, Otley, W Yorks
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
36,621,214 David Bibby, Dartford, Kent
SWITCHBLADE
243,540 Paul O' Keeffe, London SE14
THUNDERBLADE
618,510 Richard Davis, London
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
8,944,860 Colin Tracey, Colchester, Essex
XENON II
1,556,850 Colin Tracey, Colchester, Essex

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
999,990 Paul Foster, Bolton
CHASE HQ
14,996,743 Jonathan Dunbar, Edinburgh
CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands
DRAGON NINJA
1,102,080 Chris Thompson, Chorley, Lancs
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
MYTH
65,868 Chris Thompson, Chorley, Lancs
NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley, Lancsey
OPERATION THUNDERBOLT
2,728,130 Christopher Ayriss, Bletchley
OPERATION WOLF
1,100,530 Neil Cole, W Glamorgan, Wales
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
RAINBOW ISLANDS
1,169,550 Adrian Dunleavy, Burnley, Lancs
ROBOCOP
1,982,240 Fraser Spears, Birmingham
SHINOBI
52,030 Steve Wilson, Deal, Kent
THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
TURBO OUT RUN
419,520 Oliver Hurley, Lydney, Gloucester
WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMIGA

AFTERBURNER
16,458,020 Johan Perkins, Lancaster
BARBARIAN II
676,753 Daniel Sprangers, Gressendam, Holland
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
207,800 Philip Allen, Telford, Shropshire
CONTINENTAL CIRCUS
5,205,460 Mr B, Colne, Lancs
DOUBLE DRAGON II
200,170 Colin Tracey, Colchester, Essex
DATASTORM
822,290 Julian Rignall, C+VG
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon
FORGOTTEN WORLDS
742,190 Philip Newland, Beckenham, Kent
GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany
HYBRIS
3,567,295 Colin Tracey, Colchester, Essex
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex
OPERATION THUNDERBOLT
463,400 Mark Jullion, Watford, Herts
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
POWERDRIFT
2,021,893, Owain Wragg, Purley, Surrey
RAINBOW ISLANDS
99,999,990 Colin Tracey, Colchester, Essex
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
3,245,336 A Lepri, Genova, Italy
ROBOCOP
374,210 Philip Newland, Beckenham, Kent
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE ACE
22,650 Paul Rand, C+VG
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
590,650 Martin Hills, Sittingbourne, Kent
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
274,370 Petri Nissi, Finland
XENON II
7,692,280 David Hansson, Partille, Sweden

AMSTRAD

AFTERBURNER
33,602,480 James Brown, Belper, Derbyshire
APB
$58,780 Andrew Buckly, Reading, Berks
BARBARIAN II
42,590 James Bell, West Wickham, Kent
BATMAN THE MOVIE
343,440 James McAllister, Brentwood, Essex
BLASTEROIDS
130,740 Dan Craddock, NSW, Australia
BUGGY BOY
129,190 Neil Collman, Hemel Hempstead, Herts
CRAZY CARS II
752,966 Morten Ludvigsen, Nesna, Norway
CHASE HQ
15,297,311 Sean Burke, Dennistown, Glasgow
CYBERNOID II
136,250 Thurstan Johnston, Richmond, Surrey
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
1,205,750 Spencer Pearson, Cardiff
DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos
HARD DRIVIN'
511,727 Andrew Buckley, Reading, Berks
HOT ROD
63,600 Dan Bliss, Woking, Surrey
MR HELI
243,980 Ben Patchesa, Scaldwell, Northants

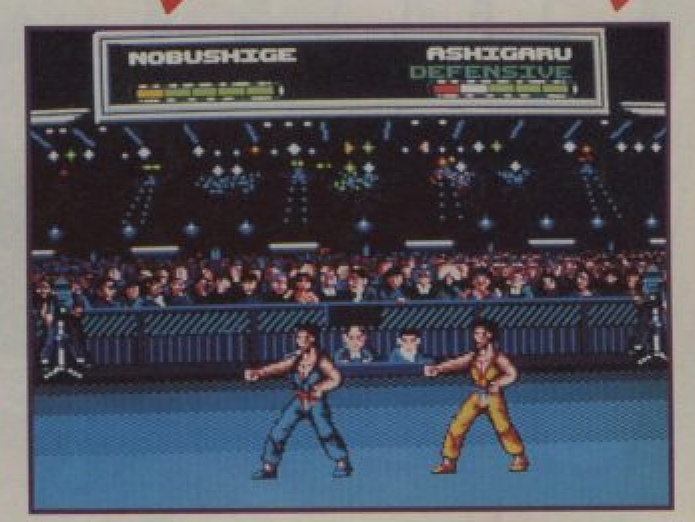


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Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest yet most rewarding soccer game ever devised for the home computer.
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ORIENTAL GAMES

BY MICROSTYLE





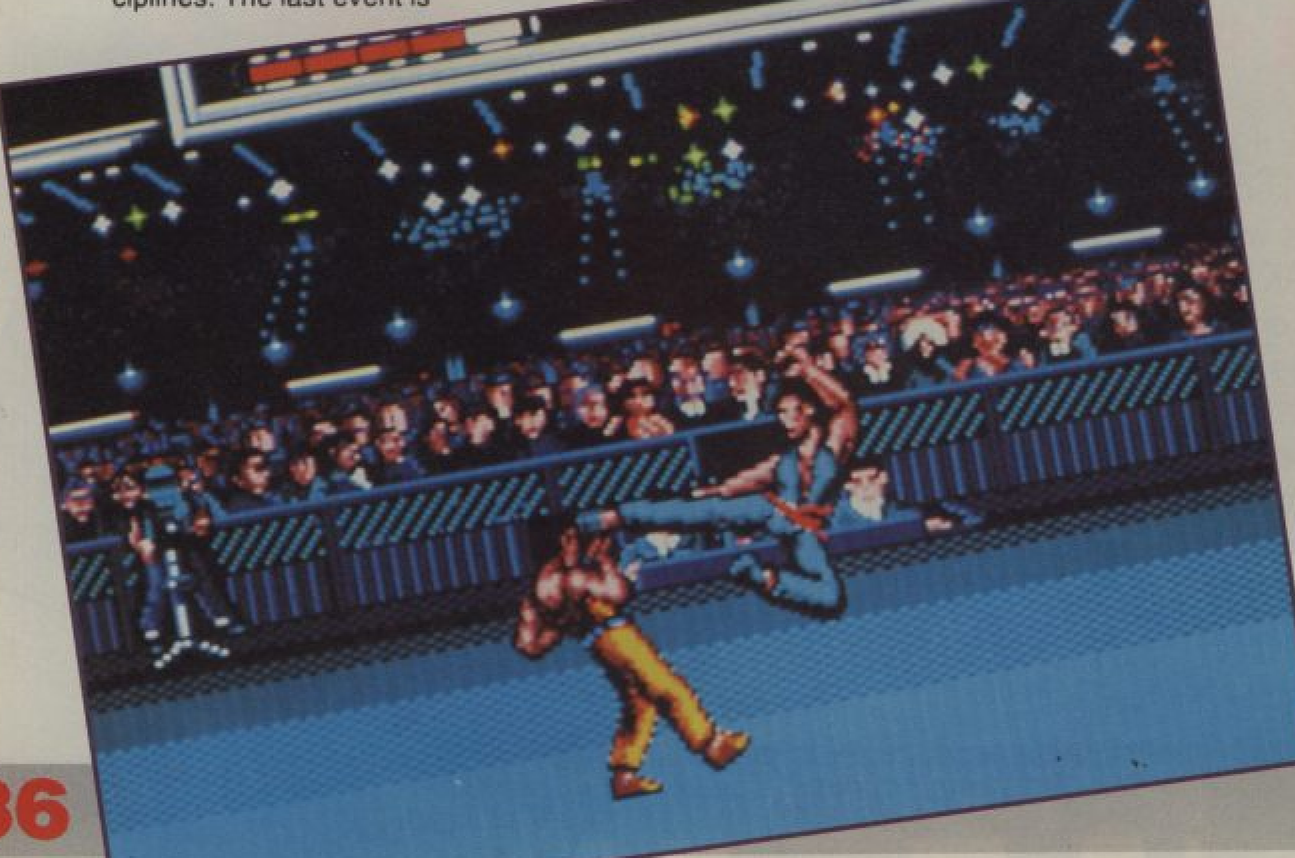
Think you've got what it takes to be a master of Martial Arts? This is the game that will test the beat 'em up skills of a league of up to sixteen people in a competition comprising three different disciplines.

The Kung Fu event is the classical, centuries-old art of unarmed combat which you'll doubtless be familiar with. Kyo-Kus-Hin-Kai, on the other hand, is a relatively new freestyle event, the rules of which allow the participants to use a selection of punches, kicks and acrobatic manoeuvres from various disciplines. The last event is Kendo, in which the two participants face off armed with large poles.

The knockout tournament is played against either human or computer opponents, and if you are prepared to watch other competitors' matches you can learn their strategies and plan your moves accordingly. For this purpose, there is a joystick editor built into the game, which allows you to access up to four movements, say, a punch, a high kick, a jump then a backflip, by pushing the joystick in a specified direction.

UPDATE

An Amiga version is due out at the end of July, which should be pretty similar to the ST version reviewed here. An Amstrad and Spectrum version are appearing at the end of June which will have an extra event, Sumo Wrestling, but no joystick editor. Mysteriously, there are no plans for a C64 version at the moment.



ST
£24.99

Martial arts games are many and various on all machines, but there aren't many that put three different beat 'em ups in one package, and that's where Oriental Games' real strength lies. No-one could claim the three games are stunning beat 'em ups, but they're well up to scratch and could more than likely hold their own as individual products. The graphics throughout are very good and the essential sampled squawks of pain are effective. The computer is a challenging opponent in all three disciplines and at all three skill levels, but playing against a friend is more fun, especially if you've surreptitiously used the joystick editor to put together a devastating "secret weapon" move. Even if you don't fancy yourself as the next Bruce Lee, this value-for-money package is the perfect way to let off steam after a hard day at the office (classroom, bicycle shop, whatever).

PAUL GLANCEY

GRAPHICS	80%
SOUND	79%
VALUE	83%
PLAYABILITY	82%
OVERALL	83%







RAIL ROAD





▲ *Building bridges*

Ever wondered what it was like in the early days of the steam engine, frying your eggs on the coal shovel, riding on the footplate with the smell of oil and grease up your nose? Wonder no more: Railroad Tycoon has arrived on Platform 1.

You're cast as an ambitious entrepreneur with a budget of one million dollars. Your only aim in life is to invest it wisely in the railroad and make a wad of cash. To do so you'll have to use your trains and their specialist carriages to take resources like oil, coal and petrol to the right factories, and transport mail and passengers from town to town.

There are four different territories to choose from - England, East America, West America and Europe - and in all of them you deal with rival railroad entrepreneurs. Pull-down menus allow you to organise your finances, pay a visit to the stockbroker, operate signals, build trains, compete with your rivals and create the most profitable routes. You can even build factories or put up restaurants and post offices at your local stations, if you want to make a bit of extra cash.

A financial report is drawn up at the end of each year. If your investors (they're the guys who put up the dosh in the first place) are pleased, you're allowed to carry on. If not, it's back to playing with your train set.



0-4-0 Grasshopper



▲ *20mph! Can the human body stand such speeds?!*



▲ *Chuffing through Charlottesville, USA*

Train #1: Local
at London Central (2-2-0 Planet/£2
Speed: unloading/loading.
Add car?
No Thanks
Mail Car
Passenger Car
Beer Tanker
LiveStock Car
Goods Car
Hops Car
Textiles Car
Steel Car
Chemicals Car
Cotton Car
Coal Car
Caboose only
Remove last car
Remove all cars
£ 0,000 TRAIN ORDERS
Priority Orders: Priority
no cha
Scheduled Stops: New Consist:
1 London Central
2 Croydon Annex
no changes

C+VG HIT!

UPDATE

There's just too much detail squeezed into Railroad Tycoon to fit it into an 8-bit processor, but Amiga and ST versions are in the pipeline. Gameplay, sound and graphics should be exactly the same.

PC
£34.99

With its sheer complexity, vast array of options and immense scope for hours and hours of play, Railroad Tycoon is one of the classiest simulations you're ever likely to see - a bit like Sim City with loads of extras thrown in. Once you've got the hang of them, the maps and menus are easy to use, building is incredibly easy and the whole package is distinguished by masses of authentic detail: you can lay double or single track, be your own signalman, or dabble in the stock market with bonds and shares. All the maps are geographically accurate so you can build a network of factories round your home town and watch the population escalate. Better still, the resource map is different every time you play so no two games can ever be the same - even if you lay your track in exactly the same place. With that much scope for unique design and development it will be months before you run out of puff. Graphically, Tycoon may not be much to look at (though there are some very good animated building sequences) but what it lacks in glamour it certainly makes up for in gameplay; and if you've got a sound board, the effects are something special! If you ever wanted to be an engine driver, buy it.

GORDON HOUGHTON

GRAPHICS	77%
SOUND	84%
VALUE	92%
PLAYABILITY	95%
OVERALL	94%

MASTERS OF THE ARCADE CHALLENGE!

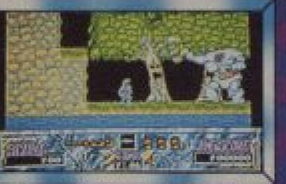
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DYNASTY WARS™

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All Releases available on:
CBM 64/128 Cassette & Disk
Amstrad Cassette & Disk
Spectrum 48/128K Cassette
Atari St. CBM Amiga.
(IBM Pc available only on Dynasty Wars)





Screen shots from various formats





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THEME PARK Mystery

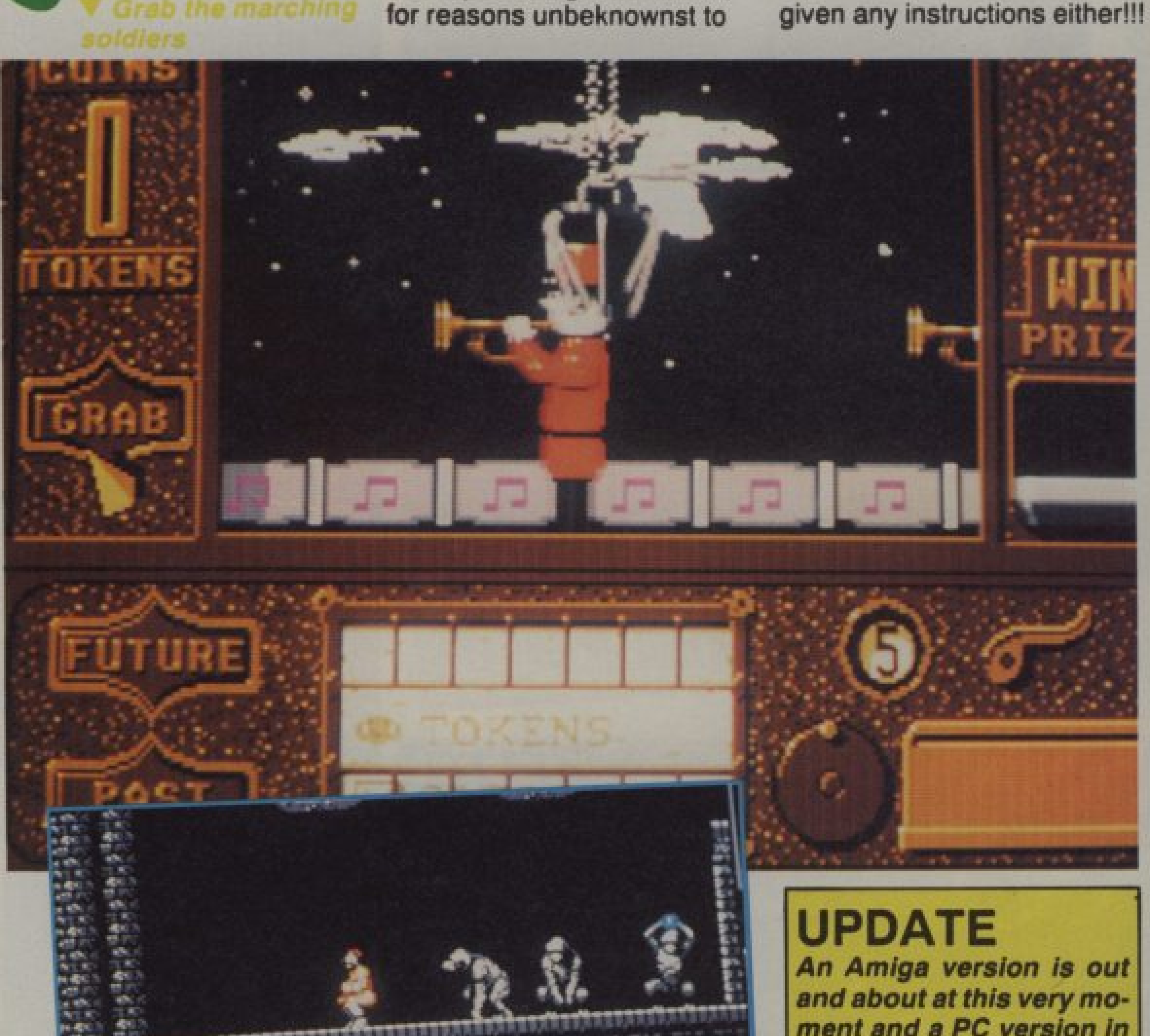
BY IMAGE WORKS

Oh I do like to be beside the seaside! Especially if there's a fairground there.

That's what the star of Theme Park Mystery thought when he inherited the strange collection of rides, shows and coin-operated games which, for reasons unbeknownst to him, had been closed down for some time. Stepping into the funfair, he stuck a token into one of the machines and began to play...

This mysterious theme park consists of four levels, with names as weird as the places they belong to; places such as Futureland and Yesterdayland. The game begins in a small arcade, where you must win enough tokens to buy a monorail ticket, allowing you to enter the main game. And once you're there, well... don't ask me! I wasn't given any instructions either!!!

▼ Grab the marching soldiers



ST
£24.99

There's only one word to sum up Theme Park Mystery - surreal! I mean, where else can you jump on a monorail and, in the process, transform into a Dark Age barbarian, or a suitably kitted-out spaceman? And then there's the dream sequence, which appears whenever you take a sip of Sleep potion - the screen switches to a view of a chessboard; touching the chess-pieces makes them turn into chequered boxes, and throwing keys at the boxes reveals items - be careful though, as some of the pieces turn into snakes! Weird. Graphically, Theme Park Mystery is of very high quality, with some charming touches such as the floating pyramid which transforms your character in the monorail, and the graphics are backed up by equally impressive sound effects. The only thing is, it's such a strange concept that you could end up hanging yourself from the nearest oak beam in frustration! And what's worse, Image Works have declined to give out any instructions or even clues in the packaging! As long as you remember that Theme Park Mystery is probably the strangest game you will have played so far, you should have no qualms about sticking it in your drive and playing for quite some time.

PAUL RAND

GRAPHICS	89%
SOUND	87%
VALUE	82%
PLAYABILITY	84%
OVERALL	85%

UPDATE
An Amiga version is out and about at this very moment and a PC version in the near future is a distinct possibility. There are no plans for 8 bit versions at the moment.

PROJECTYLE

BY ELECTRONIC ARTS

Sports of the future won't be played on boring old surfaces like grass - each team will be able to choose their own playing surface according to their strengths.

Projectyle features eight such teams, each with their own pitch - these range from the ridiculously fast (owned by the Manic Mooses) to the slow, crazy, spotted surface used by the Eldritch Cats. Each pitch is divided up into five areas: there's a central zone with no goalmouths, three defence zones and a 'frantic' zone where there are three goalmouths and everyone has an equal chance of scoring.

The objective, obviously, is to score as many goals as possible within the three-set time limit. But here's the novel twist: unlike most sports, Projectyle features three teams competing for the ball (the 'projectyle') at the same time. The team scoring most receives 8 points, the second team 4, and the third gets zilch.

UPDATE

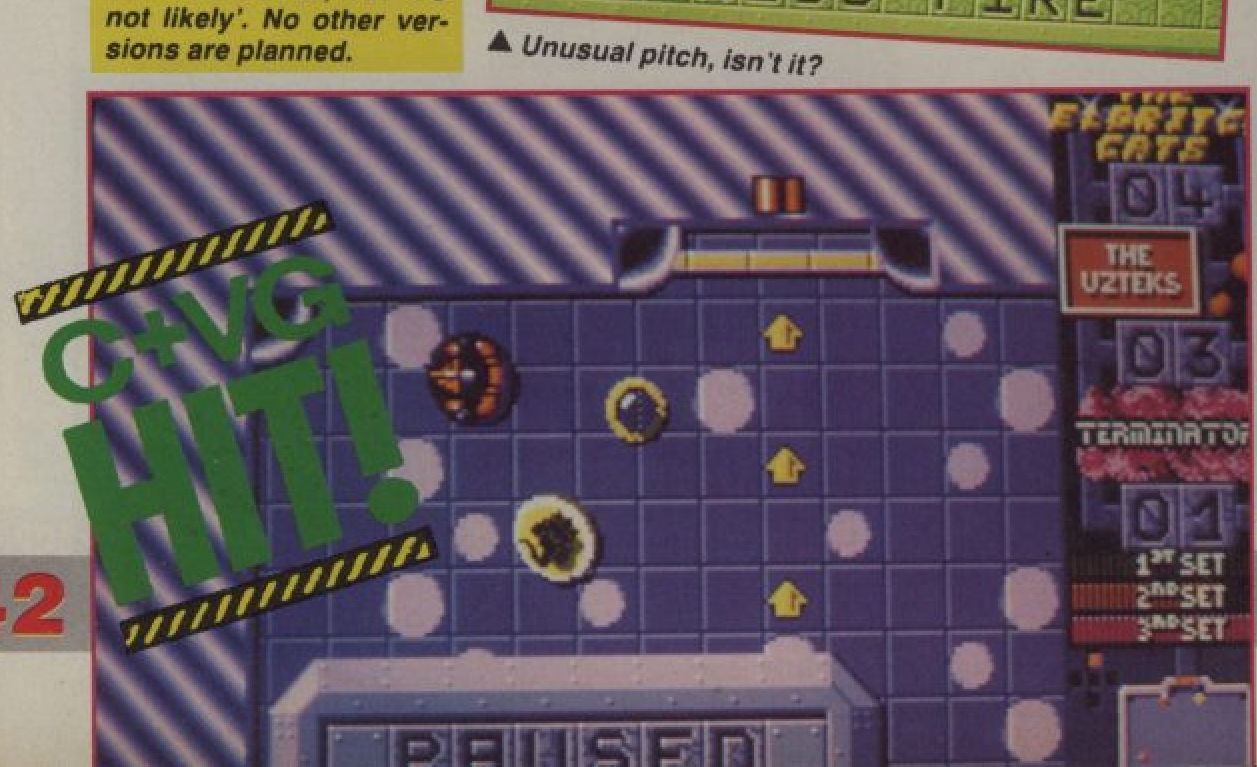
The Amiga version should be released at the same time for the same price; a PC version 'may' be on the cards, but 'it's not likely'. No other versions are planned.



▲ Prepare for kick off



▲ Unusual pitch, isn't it?

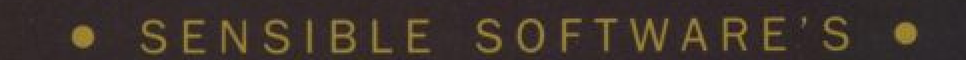


ST
£24.99

Projectyle's presentation is probably the most polished you'll find in any future sport. Apart from the full league and cup system (with up to eight human players taking part and a save/load facility), there's a host of redefinable player parameters and the ability to train and deploy team members in any position. All eight pitch designs are brilliant, from a silly jelly pitch to a bubbling chocolate and lava pitch - they're colourful, imaginative and feature smooth 4-way parallax scrolling. In-game presentation features include an optional action replay sequence and a practice mode (you can switch off computer intelligence). As if that wasn't enough, there's also a leading scorers table! The gameplay itself is fast and furious - a bit like air hockey played on five pitches instead of one. You might think at first that it's all mindless rushing around after the projectyle, but it only takes a few games to appreciate the strategic elements. This is a beautifully designed, colourful and extremely fast future sport - one that's going to take some beating.

GORDON HOUGHTON

GRAPHICS	86%
SOUND	80%
VALUE	85%
PLAYABILITY	90%
OVERALL	89%



INTERNATIONAL 3D TENNIS

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ZZAP! 94% ZZAP! SIZZLER



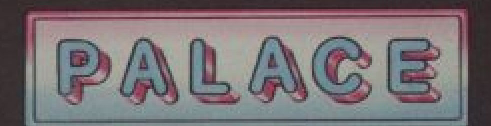
Screenshots various systems.



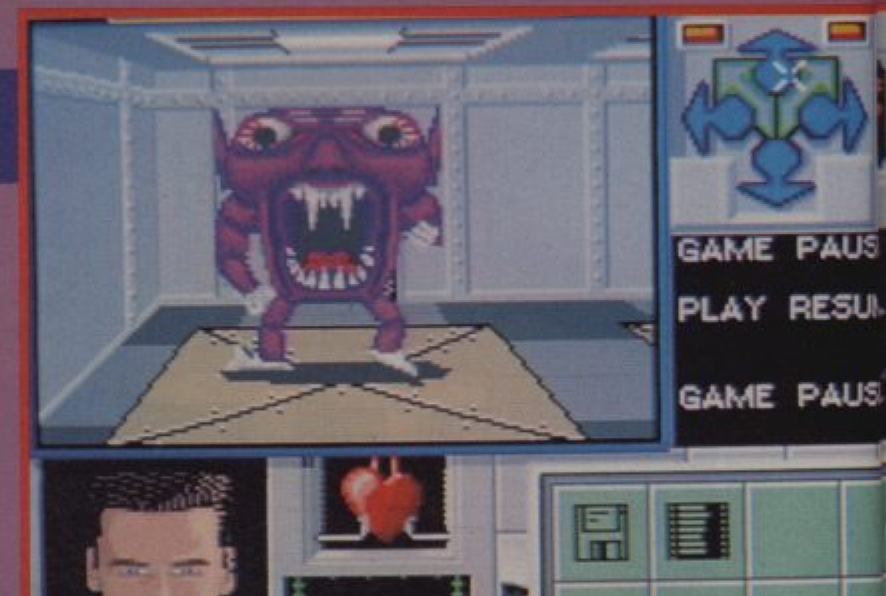
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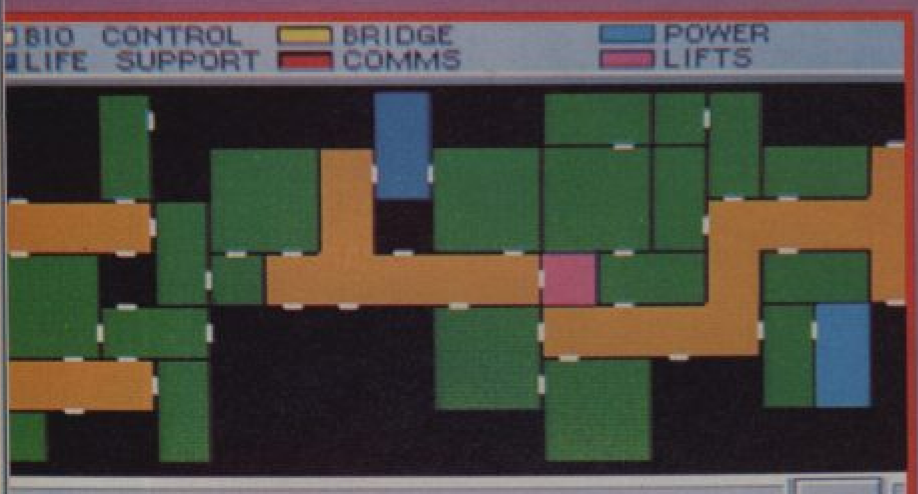
• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •



BSS JANE SEYMOUR



▲ *It takes more than a measly autopistol to beat this monster!*



▲ *Save your squared paper - the computer makes a map for you*

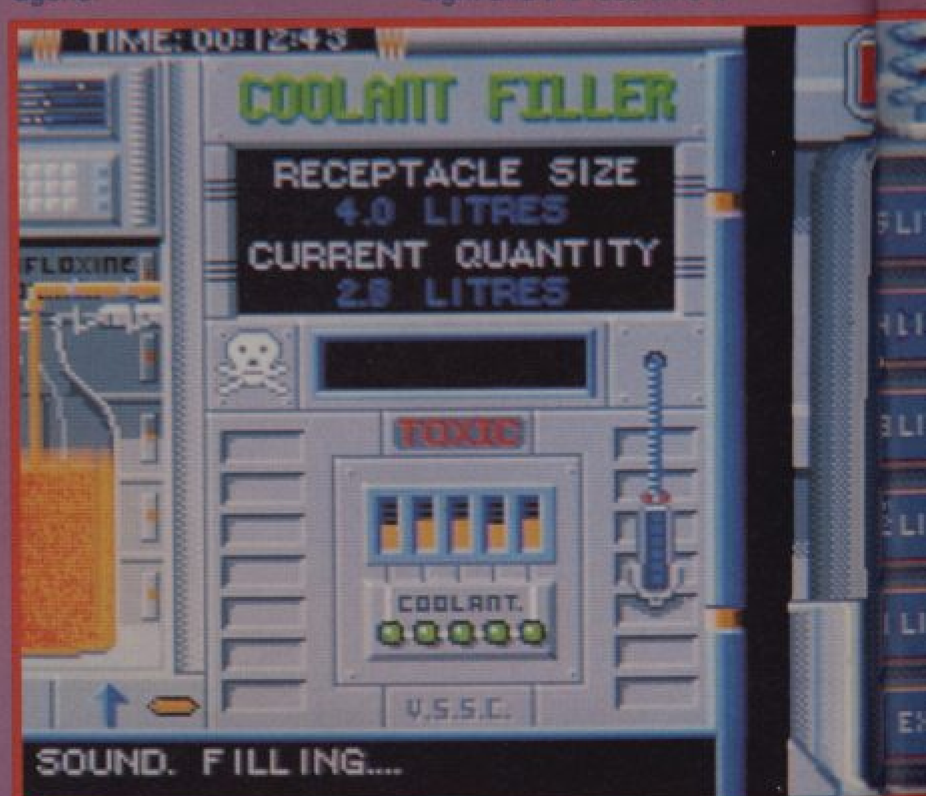
BY GREMLIN

For ten years the Biological Survey Ship Jane Seymour has been floating dead in space, and now the Federation have dispatched you to salvage the derelict. Usually space salvage is easy, but this job's going to be pretty tricky. According to the report, radiation from a Wolf-Raert star has long since driven the crew insane, and the ship's zoological samples have escaped from their menagerie.

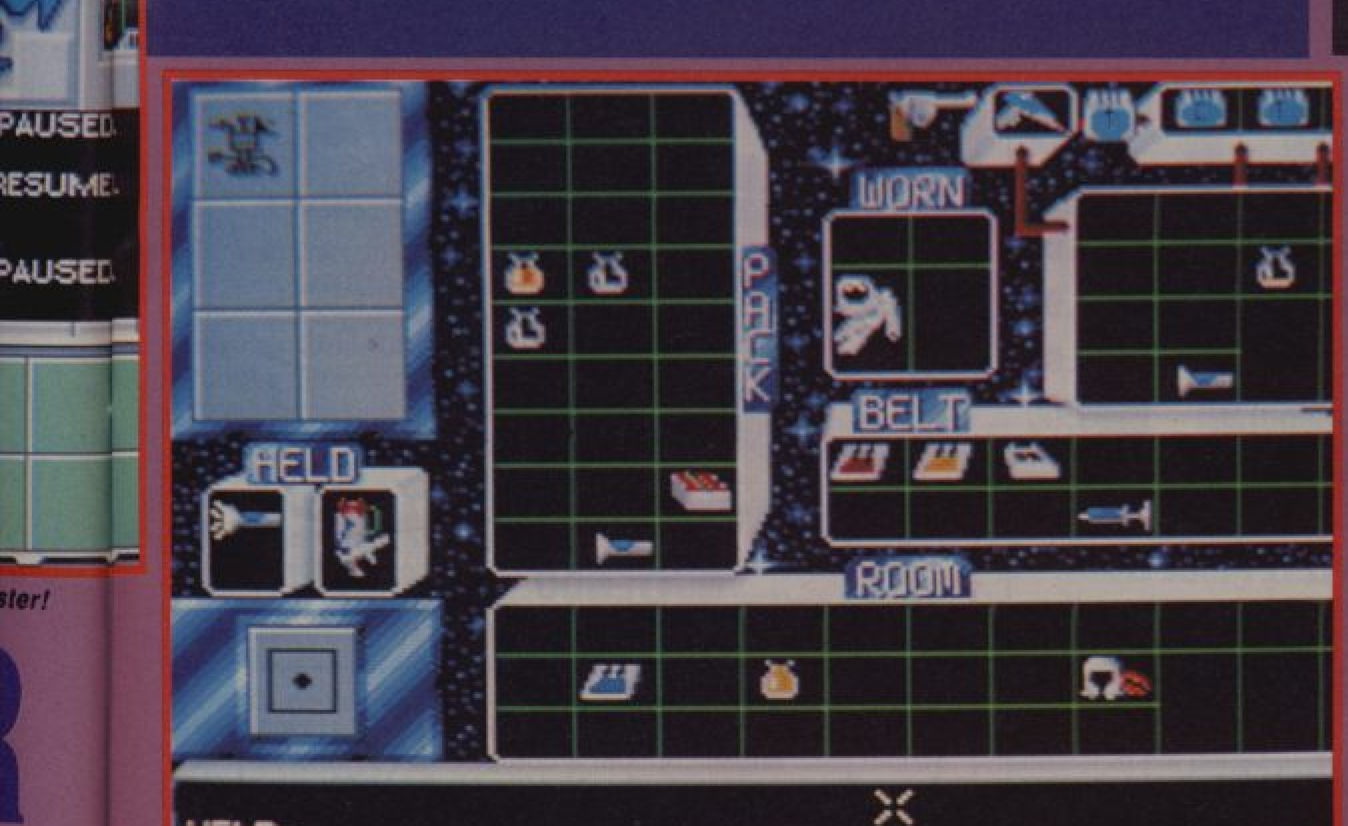
In their deranged state, both the crew members and the animals are less than friendly, making the first order of business finding a weapon of some description. These range from daggers (not very effective) to flame throwers and particle blasters, which, as well killing off monsters can often destroy the floor they're standing on! Battles are fought in real time, and aiming is done manually with a wobbly gun sight: the better the gun the less wobbly the sight and the less time it



▲ *Lucky you brought your flame thrower, isn't it?*



▲ *Try to fill this receptacle.*



ster!



takes to reload after each shot.

You have numerous pockets to fill and as well as having weapons to collect, there are keycards, torches, medicines and other sundries. Also, look out for robots, which you can recruit and program for any function, as long as you've found the right programming cartridges.

What you really need, though, are flasks. To fix the ship's failing systems they have to be treated with coolant and lubricant liquids, so you either need to find some flasks, or program a robot to make some, then fill them up at a coolant dispenser.

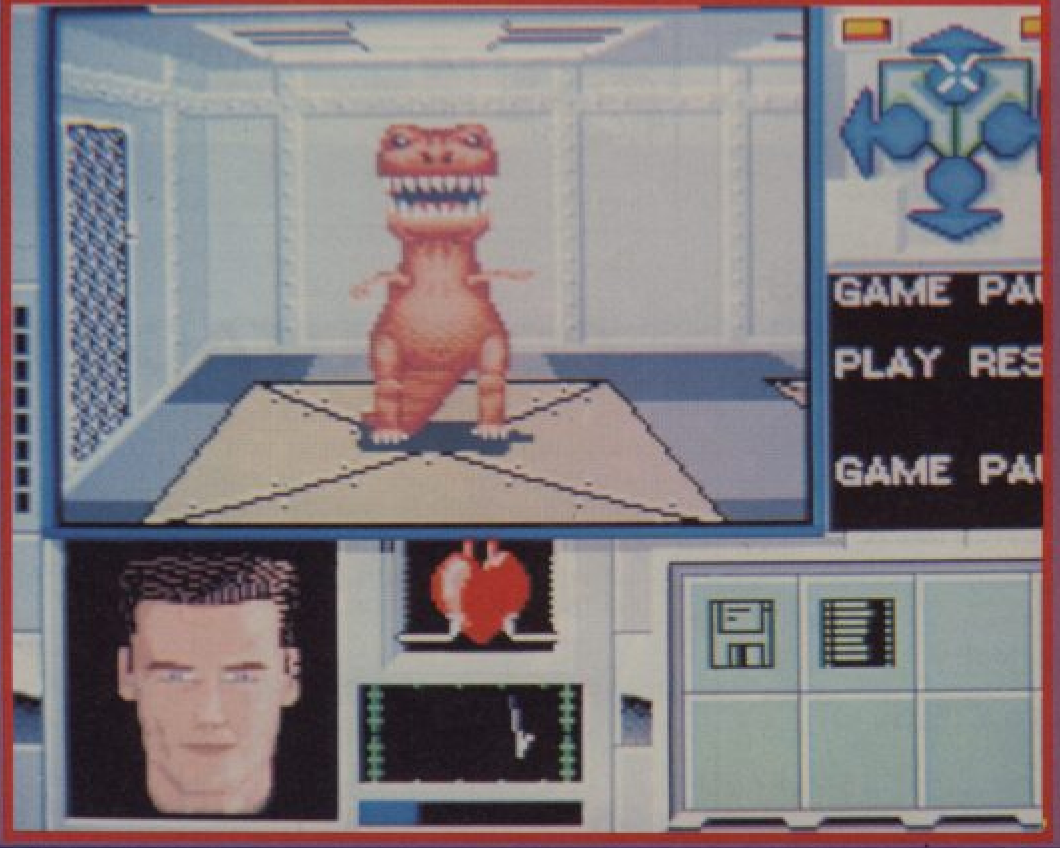
Once Jane Seymour's systems are fully lubricated, she heads for home and you have to start the game again on the next of the twenty levels, which has different deck layouts and even nastier monsters lying in wait.

▲ *The inventory screen.*

UPDATE

Jane Seymour won't be making it onto 8 bits, I'm afraid, but work is proceeding apace on an ST version which should be out very soon indeed.

▼ *Yow! Watch out for those teeth!*



C+VG HIT!

AMIGA
£24.99

These icon-driven 3D adventures have become more and more popular of late, and the standard has been going up as well. While BSS Jane Seymour is similar to Pandora's Xenomorph in subject matter, it's a more compact game, which basically means that, though the playfield is smaller, you don't have to do as much wandering about to find some action. The denizens of the ship are nicely designed and animated, but unfortunately most of them look cuddly and cartoony, instead of being menacing and realistic as Dungeon Master's did. That's the only niggle worth mentioning though, and on the whole, BSS is an excellent adventure. There are a ton of options for handling objects, programming robots, etc, etc, but the icon system copes with them all admirably, making the game very easy to get into. Playing through 20 packed levels is going to be a real burning-the-midnight-oil job, so if you've a few weeks to spare and a coffee machine next to your computer this is a definite must-buy.

PAUL GLANCEY

GRAPHICS	83%
SOUND	81%
VALUE	90%
PLAYABILITY	91%
OVERALL	91%

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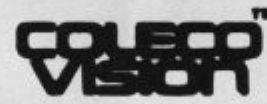
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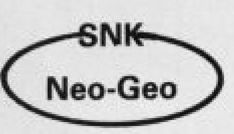

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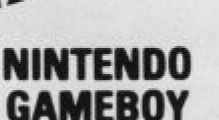

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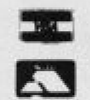


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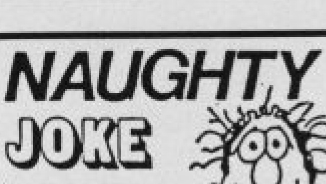
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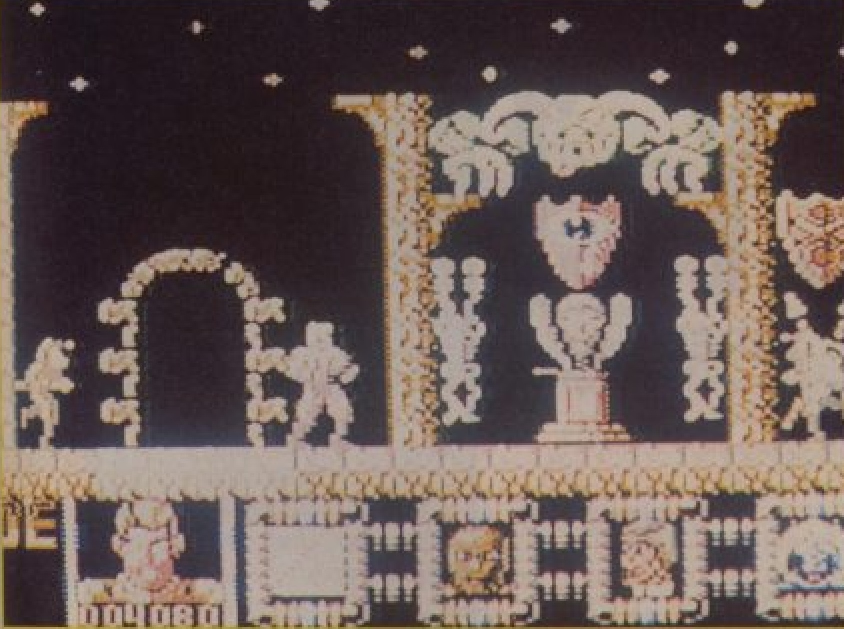
DEFENDERS OF THE EARTH

BY ENIGMA VARIATIONS

Flash Gordon's been around a bit, hasn't he? From 30s Saturday morning matinee to 80s film, to 90s cartoon series and now to computer. Along with the rest of his new team, the Defenders Of The Earth, he's up against - who else - the evil Ming The Merciless, who has moved from Mongo to Earth in a bid to wreak havoc and become ruler of the world! This time he's kidnapped the young Defenders, imprisoning them in his fortress in an attempt to force Flash, The Phantom, Lothar and Mandrake to give up their never-ending battle for justice and peace and let Ming become dictator of Earth. Of course, that's unthinkable so, after a bit of planning, the Defenders set out to rescue the kids.

Ray pistol in hand, Flash, has to leg it around Ming's horizontally scrolling hideout and take out the various baddies. When in need of a little assistance, you can call on Dynak, the Defenders' computer, to beam down another member of the team. Each member of the team has specific abilities, essential to the mission's success (for example, Phantom can kick down heavy oak doors). Even the team mascot, Zuffy, has a use although he sometimes makes mistakes and arouses the attention of huge guardian robots, including Ming's enormous metallic arachnid, Octon!

C64 version has the same gameplay as Amiga



UPDATE

Hooray, Defenders fans! Flash and Co are appearing now on an ST, C64, Spectrum and Amstrad near you, at prices of £19.95 (ST) and £9.95 (8 bits).

▼ *Aagh! An Ice Robot!*



AMIGA £19.95

When I first heard that there was to be a game based on what has to be my favourite cartoon series of this year, I expected it to be a poorly-executed shooter, relying on only the license for sales. Now it's here and, yes it's a shoot 'em up, but, to my surprise, quite a good one. Okay, so it's not outstanding, and I suppose the license does go some way to adding interest, but Defenders Of The Earth has a lot of good points. The opening title tune, for instance, is extremely close to its TV counterpart, and the sampled speech of Flash, inviting you to join in the mission, adds atmosphere. The game itself is very difficult, especially when you've only got the rubbishy pistol which you begin with (more weapons are available later), but practice reaps its own rewards and you'll find yourself getting deeper into Ming's domain with every attempt. Defenders Of The Earth isn't an essential purchase, but if you're looking for a challenging blaster with a bit more besides, it's well worth having a look at.

PAUL RAND

GRAPHICS	72%
SOUND	79%
VALUE	77%
PLAYABILITY	78%
OVERALL	76%



▲ AIEEEE! Brian plummets down a well

PROPHECY 1

▼ Stock up on magic weapons at Mrs Borg's Arsenal



▼ This boss doesn't look pleased to see you



BY WIRED

Brian was a happy-go-lucky sort of Viking child living in a typical Viking village. When his master said 'Go and get some herbs from the forest' he did it with a whistle in his throat and a smile on his face.

Little did he know that, whilst he was away watching bunny rabbits gambol and frolic, his whole village was razed to the ground by a wandering whirlwind. His family and friends were all whipped off to Valhalla where Loki (Mr Bad Guy) was feeding them prison food.

In tears, he saw a vision of Odin, who reassured him that all was not lost. An oracle prophesied that Brian would rescue his chums and give that terrible trickster, Loki, a good biffing.

First, though, he's got to rid the land of all evil. There are shops and secret passages and hidden gems to help him, but the one thing Brian's relying on most is you.

UPDATE

An Amiga version is due for simultaneous release, with a PC version to follow eventually. An 8-bit Prophecy is a possibility, but only once the game has been released on consoles in America.

ST
£24.99

There are only a couple of things wrong with Prophecy I: the main character's movement is a tad too slow and there's a bit too much disk-swapping. It plays like a hybrid of Wonderboy and Super Mario Bros without quite achieving the playability of either. Despite these drawbacks, it's a very enjoyable game - the graphics are colourful with some great cutesy touches and the sound is jolly enough. There's plenty of variety in the gameplay to keep you hooked: it's very much an old-style arcade adventure, with the emphasis squarely on fun. The difficulty level is about right, too - the first stage is a pretty simple affair with some annoying enemies; but after that things get really tough - and there's a handy password system to fend off boredom. The best part, though, is that you can play the same level again and again and still discover secrets you missed the last time. With that kind of hidden depth and plenty of lands to tackle, it'll be a long time before you get bored.

GORDON HOUGHTON

GRAPHICS	84%
SOUND	77%
VALUE	79%
PLAYABILITY	86%
OVERALL	**85%**

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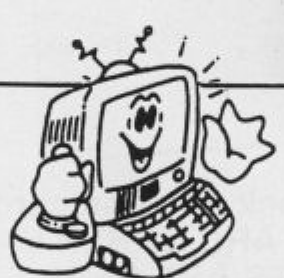
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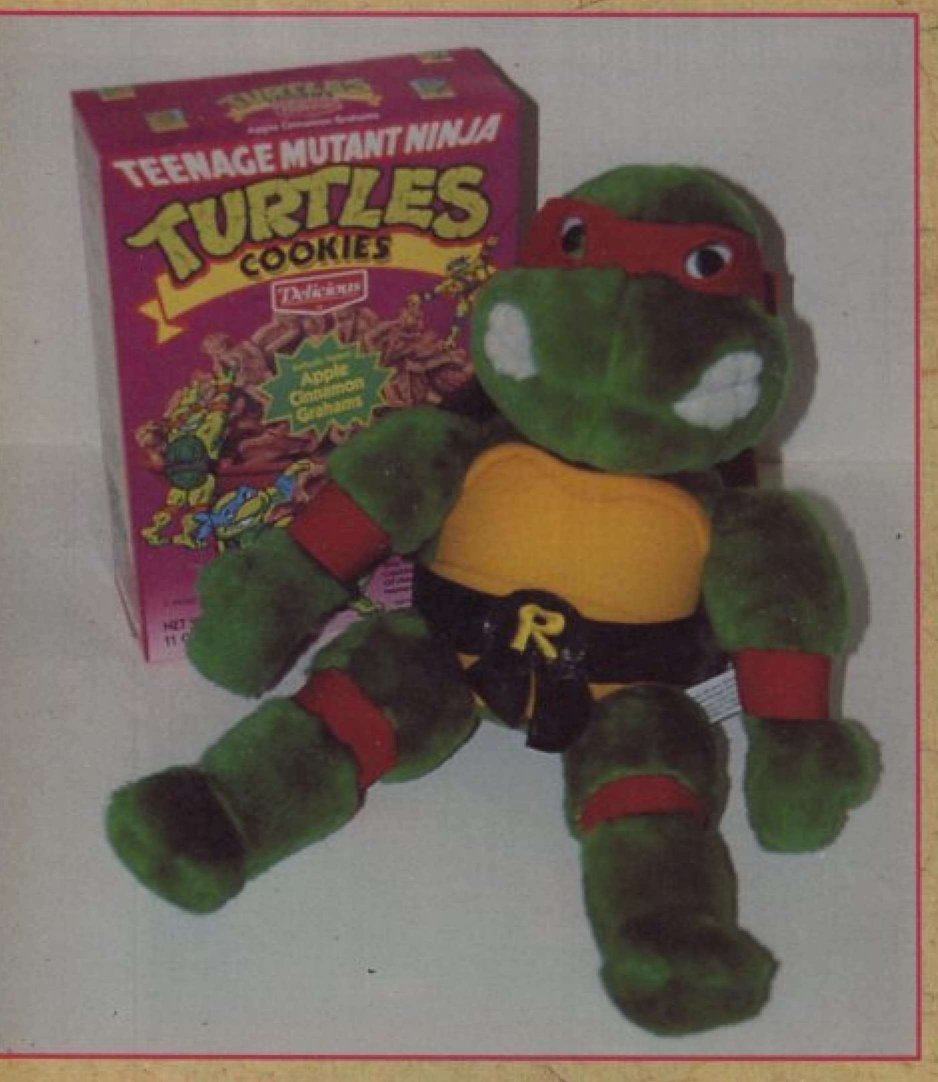
WIN LOADS OF TURTLES GOODIES

Bit of a Turtles fan? Then listen up, because this comp's for you. Jaz recently went to America and brought back with him a veritable mound of Turtles goodies - Turtles figures, a cuddly Turtle, book of the film, enormous poster mag, comics - even Turtles breakfast cereal and bubblegum!!

At first he didn't really want to give it all away, but now, thanks to a vice and some plums, he's decided to go completely crazy and hand it over. All you've got to do is answer the following questions. The person who sends in the funniest answers will win all the Turtles stuff. It's as simple as that...

THE QUESTIONS

1. What's green and goes up and down?
2. What's green and slimy and slides down your leg?
3. What's small and green and climbs ladders?





Write your hilarity on the back of a postcard and send it off to: BOGEYS ARE GREEN VIOLETS ARE BLUE MY PANTS ARE OLD AND THEY SMELL OF POO COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is August 1st - after that day we'll read all the entries, and the one which makes us wet our knicks with laughter (or is the funniest) wins all the Turtles stuff.


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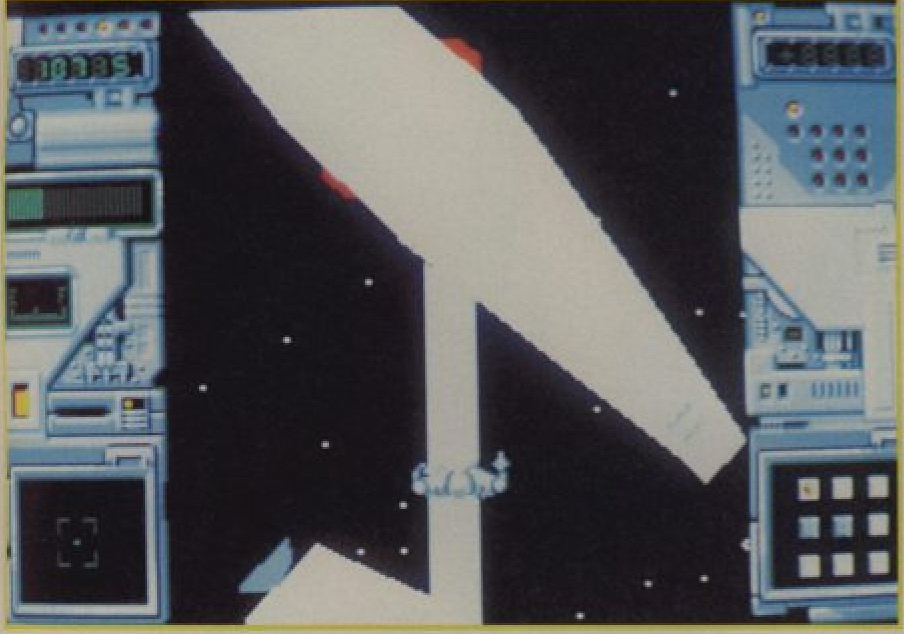
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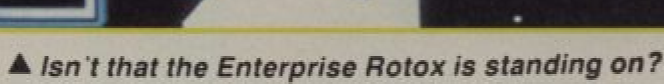
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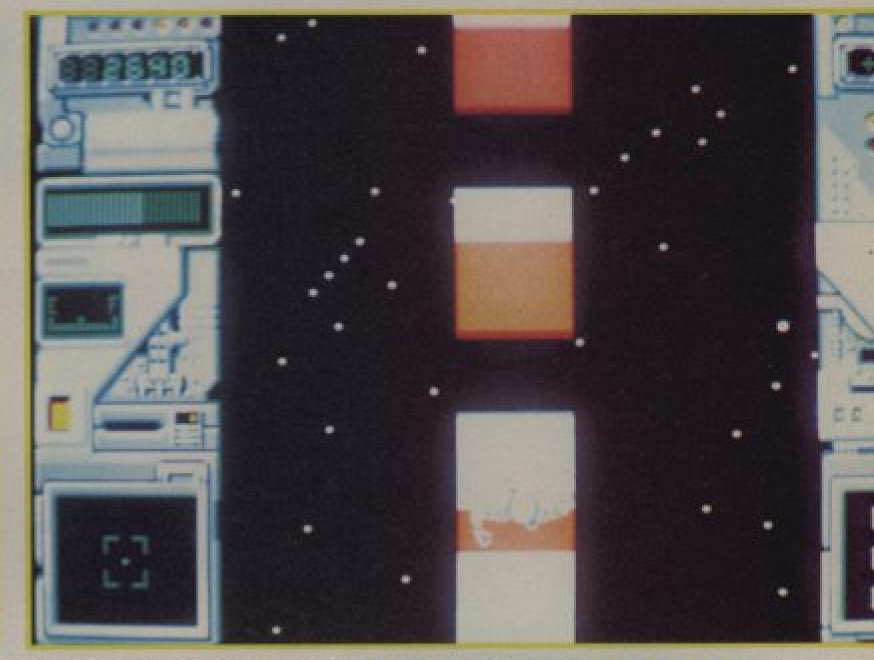
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▲ *Isn't that the Enterprise Rotox is standing on?*



▲ *Take care on the moving walkways*

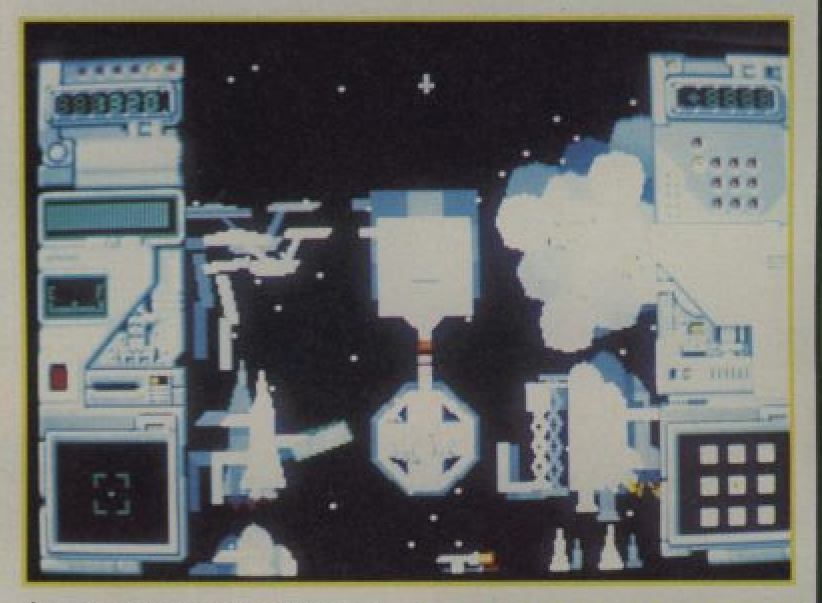
ROTOX

BY US GOLD

Wanna know how to make a cyborg? Take one marine corps hero, blow him to bits on the surface of Titan and post him first class to a mad German scientist.

That's exactly what happened to J Kowolski in the 22nd century: a mass of metal and skin, he was reassembled as the RemOTe Off-world Xenoprobe, Mark 1 - ROTOX 1. Of course, no one chucks a thing like that at the general public: he has to be tested first. This involves plonking our tin chum on the Solar Exploration Company's training complex beyond the orbit of Neptune, where the landscape and all its occupants rotate around him at high speed.

If he survives ten terrains, each with nine sectors jam packed with aliens and deadly machines, he'll serve a useful role in society. If not, he'll end his life as a hundred sardine cans.



▲ *Zooming down onto the first platform*

UPDATE

A PC version supporting CGA, EGA and VGA will have music and effects compatible with Ad Lib and Roland sound boards; it's due in June. No other versions are planned.

ST
£19.99

The ST version is the same game but with slightly less impressive sound effects. Check it out.

OVERALL 79%

AMIGA
£24.99

This is a very unusual combination of tricky platform action and furious blasting which you don't really take to at first. The initial level feels quite easy (apart from some vicious spinning platforms), and the aliens tend to gang rather than behave intelligently. Get to the second level and it all changes! The aliens become a tad nastier and some of the platform traps are really devious - from then on, you've just got to beat the next stage... The new Rotoscape system plays like the arcade game, Assault, but well-designed (though sometimes garish), spinning terrains transform an average blaster into a very challenging one. Add to this some weird effects and great music and you've got a game well worth watching out for.

GORDON HOUGHTON

GRAPHICS	79%
SOUND	88%
VALUE	80%
PLAYABILITY	80%

OVERALL 81%

ULTIMA V

BY ORIGIN

It's always the same, isn't it? There you are, sitting watching the telly, and some Lord from another dimension summons you to his kingdom to defeat another enemy race. Sheesh.

That's what happens in the latest chapter of the Ultima story as you, in the role of Avatar, take on the might of the gargoyles which are crushing the land of Brittania town by town. Thankfully you aren't alone in your quest - with you are three friends from previous journeys to Lord British's country and, being the Avatar (the embodiment of all that is wholesome and good), you also have access to a range of spells. And, of course, there's the Orb Of The Moons, a small stone which allows cosmic travel with the help of the moon's rays. As with all the best kingdoms, there are a

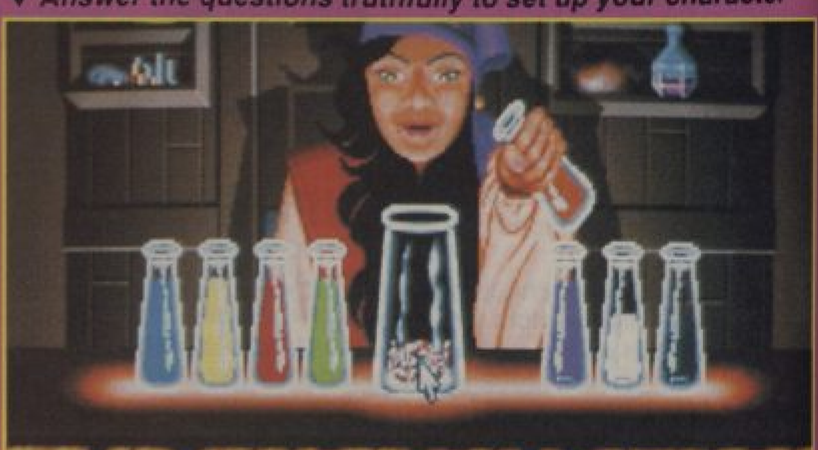
▼ *Life is dull in the real world*

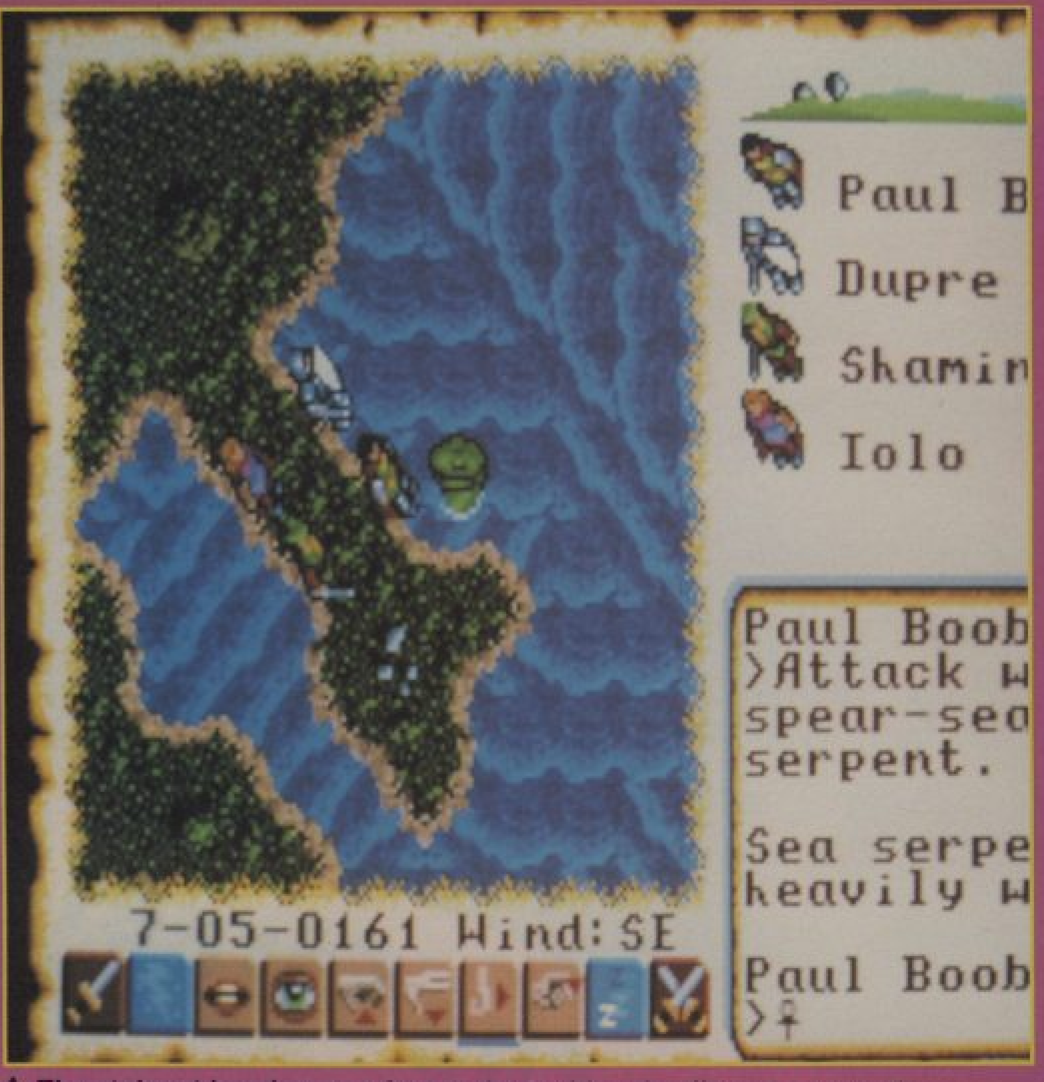


▼ *Step inside and meet the gypsy*



▼ *Answer the questions truthfully to set up your character*





▲ *The stalwart band comes face to face with a deadly sea serpent!*

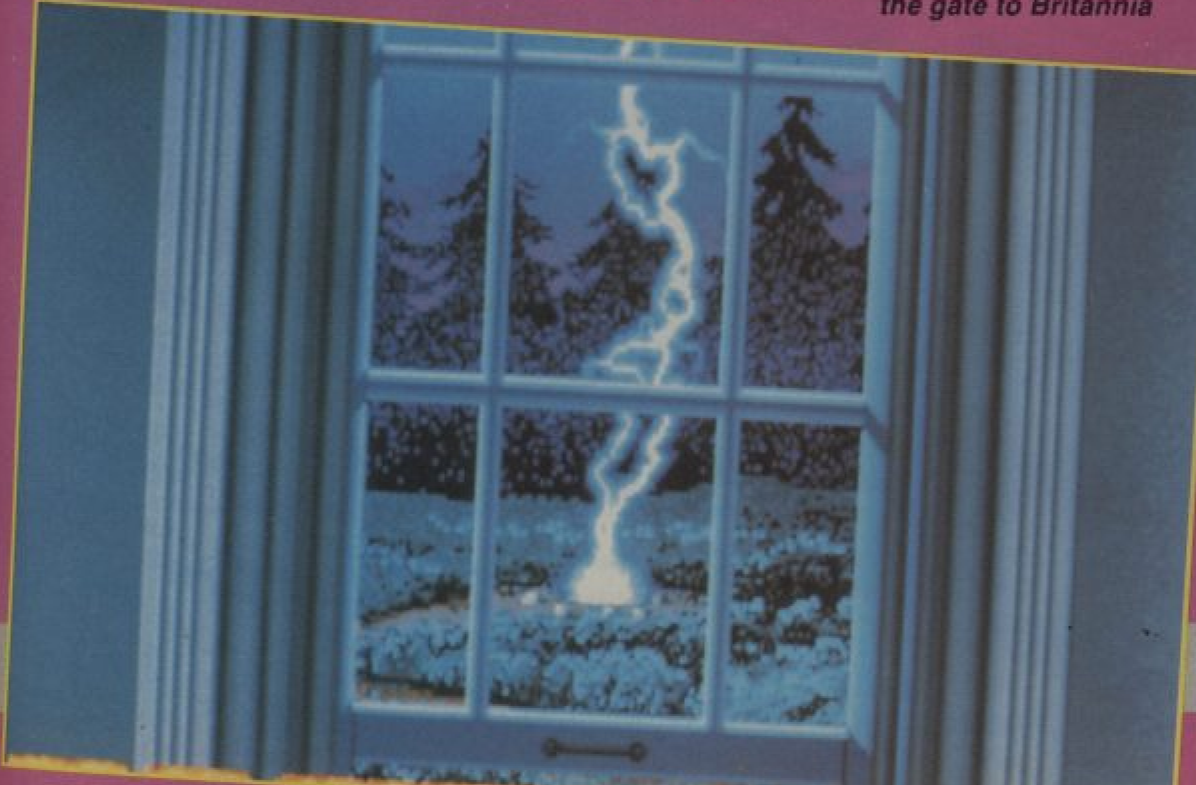
load of towns in which you can stock up on supplies and weapons, knock back a few hearty ales at the local hostelry and chat to the inhabitants, many of whom have vital information concerning your assigned task. And it's a good idea to listen to them, because in Brittania, it's not always the best policy to go charging around with sword unsheathed!



UPDATE

Ultimaphiles, mark September 1st in your diary, because that's when the ST, Amiga and C64 versions of Ultima VI will be appearing on the shelves.

▼ *A bolt of lightning opens the gate to Britannia*



PC
£34.99

It's hardly surprising considering the time it's taken to arrive, but Ultima 6 is the biggest, most involved game in the series. The quest may not seem at first to be too difficult but soon the adventure develops to such an extent that, if you haven't got amazing powers of concentration, you'll become lost in the various sub-quests. As ever, the game is displayed using a bird's-eye view which works extremely well on a colour system but there is so much detail on the screen that playing on a Hercules machine quickly causes severe eye strain. The control system is extremely simple to operate, with only ten main icons and a cursor to control your entire destiny, and with the amount of fighting needed to vanquish the hordes of creatures inhabiting Britannia, you'll be more than pleased to learn that it only takes a couple of keypresses to unleash a blow to the enemy. If you haven't got a reasonably fast, colour PC with a hard drive, forget it - Ultima VI takes up around 4 megabytes of disk space so you spend a lot of time swapping disks. But if you've got a decent system and enjoy large, demanding RPGs, this is one which I'd recommend you pick up without delay.

PAUL RAND

GRAPHICS	86%
SOUND	73%
VALUE	93%
PLAYABILITY	92%
OVERALL	90%



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THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	1	Fantasy Dizzy	Code Mstrs	●	●	●	●	●
2	2	Paperboy	Encore	●	●	●	●	●
3	-	Indy/Temple of Doom	Kixx	●	●	●	-	-
4	3	Rock Star	Code Mstrs	●	●	●	●	●
5	9	Buggy Boy	Encore	●	●	●	●	●
6	5	Thomas Tank Eng	Alternative	●	●	●	-	-
7	-	Wonderboy	Hit Squad	●	●	●	-	-
8	-	Op Thunderbolt	Ocean	●	●	●	●	●
9	12	T I Dizzy	Code Mstrs	●	●	●	●	●
10	-	Dragon's Lair	Encore	●	●	●	-	-
11	-	Thriller Pack	Prism	●	●	●	-	-
12	6	Ikari Warriors	Encore	●	●	●	●	●
13	10	Chase HQ	Ocean	●	●	●	●	●
14	13	1943	Kixx	●	●	●	●	●
15	-	Yogi's Great Escape	Hitec	●	●	●	-	-
16	7	Batman - The Movie	Ocean	●	●	●	●	●
17	4	Rainbow Islands	Ocean	●	●	●	●	●
18		Road Blasters	Kixx	●	●	●	●	●
19	-	Match Day	Hit Squad	●	●	●	-	-
20	11	Platoon	Hit Squad	●	●	●	●	●







No change at the top of the chart - Fantasy World Dizzy continues to rule the roost with Paperboy right behind it. Kixx's new release, the rather weak Indiana Jones and the Temple of Doom, makes a surprisingly dramatic entrance, stealing third position from Rock Star. Top full price title is Op Thunderbolt, which has just reached the C64.

AMIGA TOP 20

1	-	Retaliator	Ocean	96%
2	2	Italia 1990	Code Mstrs	28%
3	7	Player Manager	Anco	85%
4	1	Manchester Utd	Krysalis	93%
5	-	Treasure Isl Dizzy	Code Mstrs	80%
6	-	Manic Miner	Software P	69%
7	14	688 Attack Sub	EA	83%
8	-	SAS Combat Sim	Code Mstrs	50%
9	4	Advanced Ski Sim	Code Mstrs	66%
10	-	Sherman M4	Loriciels	74%
11	-	Rock Star	Code Mstrs	80%
12	-	Warhead	MPH	85%
13	-	E-Motion	US Gold	92%
14	3	Rainbow Islands	Ocean	93%
15	-	Action Service	Infogrames	45%
16	8	Drum Studio	Players	69%
17	-	Impossamole	Gremlin	70%
18	-	Dragon's Breath	Palace	85%
19	-	Shadow o/t Beast	Psygnosis	77%
20	-	Exolon	Hewson	79%



The long-awaited Retaliator finally rolls out of the hangar and goes ballistic! Straight to number one for the nifty flight sim. It's closely followed by the naff, but resilient, Italia 1990.

PG'S TIP FOR THE TOP

MIDWINTER: At time of writing, Rainbird *still* haven't released the Amiga version of this megagame, but I'm assured that it will be out when you read this, so expect Retaliator to be at number two in next month's chart.







After all that waiting, Operation Thunderbolt turned out to be a bit of a disappointment, but it was still popular enough to take Fantasy World Dizzy down a peg or two. The unworthy Paperboy stays at the top of the chart for another month.

PG'S TIP FOR THE TOP

ESCAPE FROM SINGE'S CASTLE: A great rerelease from Encore which is well worth a place in the top ten.

C64 TOP 20

1	1	Paperboy	Encore	68%
2	-	Op Thunderbolt	Ocean	70%
3	-	Indy/ Temple Doom	Kixx	50%
4	4	Buggy Boy	Encore	93%
5	2	Fantasy Dizzy	Code Mstrs	81%
6	-	Wonderboy	Hit Squad	62%
7	13	Thomas Tank Eng	Alternative	77%
8	-	Dragon's Lair	Encore	53%
9	3	IK+	Hit Squad	91%
10	-	Ikari Warriors	Encore	89%
11	-	Thriller Pack	Prism	78%
12	-	Road Blasters	Kixx	59%
13	16	Rock Star	Code Mstrs	80%
14	5	MiG 29	Code Mstrs	49%
15	-	Sports Pack	Prism	76%
16	6	1943	Kixx	49%
17	-	Fantastic Soccer	Zeppelin	69%
18	-	Champion Sprint	Alternative	55%
19	-	Black Tiger	US Gold	78%
20	11	Batman	Ocean	90%

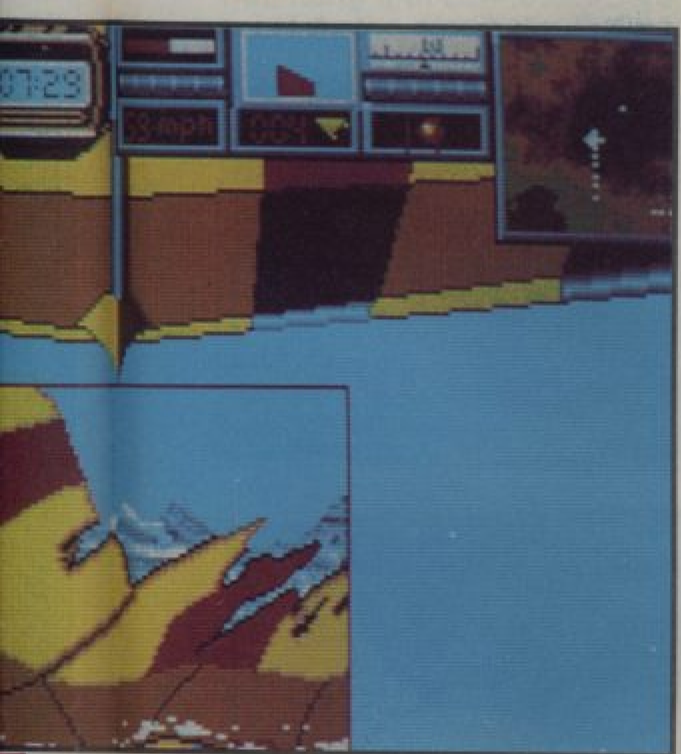
ATARI ST TOP 20

1	1	Rainbow Islands	Ocean	88%
2	4	Italia 1990	Code Mstrs	28%
3	2	Midwinter	Rainbird	96%
4	6	SAS Combat Sim	Code Mstrs	50%
5	-	Gravity	Mirrorsoft	70%
6	11	Manchester Utd	Krysalis	93%
7	3	Captain Blood	Smash 16	75%
8	13	Rock Star	Code Mstrs	80%
9	5	Player Manager	Anco	85%
10	20	League Challenge	Atlantis	70%
11	7	Advanced Ski Sim	Code Mstrs	67%
12	10	Op Thunderbolt	Ocean	89%
13	-	Warhead	MPH	85%
14	-	T I Dizzy	Code Mstrs	80%
15	12	Black Tiger	US Gold	80%
16	14	Prohibition	Smash 16	70%
17	-	Chase HQ	Ocean	93%
18	-	Castle Master	Domark	85%
19	-	Nitro Boost	Code Mstrs	77%
20	16	Macadam Bumper	Smash 16	71%

Another month at the top for Rainbow Islands, but Midwinter loses second spot to the undeserving Italia 1990. After a month or two out of the charts the Christmas number one, Chase HQ sneaks back in at 17. Is this the start of a revival?

PG'S TIP FOR THE TOP

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS: No sign of it just yet, but an arcade conversion of such quality shouldn't go unnoticed.





SPECTRUM TOP 20

1	1	Fantasy Dizzy	Code Mstrs	81%
2	3	Paperboy	Encore	89%
3	-	Indy/ Temple Doom	Kixx	75%
4	2	T I Dizzy	Code Mstrs	80%
5	4	Rock Star	Code Mstrs	79%
6	9	Thomas Tank Eng	Alternative	80%
7	8	Buggy Boy	Encore	72%
8	7	Ghosts 'n' Goblins	Encore	89%
9	-	Yogi Great Escape	Hi Tec	80%
10	-	Wonderboy	Hit Squad	60%
11	5	2 Plyr SuperLeague	Cult	80%
12	10	World Soccer	Zeppelin	70%
13	19	Match Day	Hit Squad	80%
14	16	Beardsley's Footy	Bug Byte	49%
15	-	Dragon's Lair	Encore	70%
16	-	Sports Pack	Prism	77%
17	-	Thriller Pack	Prism	79%
18	12	Soccer Director	GTI	76%
19	-	1943	Kixx	69%
20	18	Chase HQ	Ocean	97%



Swoon! Egglike adventurer Dizzy is yet to crack under the pressure of several months at the top of the chart, but his Treasure Island escapade has been shunted down from number two by the recently released Indiana Jones and the Temple of Doom.

PG'S TIP FOR THE TOP

ITALY 1990 : Not a particularly astounding game, but all the bumf makes for a good package which should have great appeal for the football-loving Spectrum fraternity.

1	1	Fantasy Dizzy	Code Mstrs	85%
2	3	Paperboy	Encore	85%
3	-	Indy /Temple Doom	Kixx	77%
4	4	Rock Star	Code Mstrs	80%
5	-	Yogi Great Escape	Hi Tec	83%
6	2	Thomas Tank Eng	Alternative	80%
7	-	Match Day	Hit Squad	79%
8	-	Wonderboy	Hit Squad	64%
9	-	Thriller Pack	Prism	79%
10	15	Buggy Boy	Encore	90%
11	-	Dragon's Lair	Encore	78%
12	-	Robocop	Ocean	89%
13	5	Chase HQ	Ocean	97%
14	9	2 Plyr SuperLeague	Cult	78%
15	11	1943	Kixx	60%
16	6	Pub Trivia	Code Mstrs	70%
17	8	Ikari Warriors	Encore	83%
18	7	Batman	Ocean	87%
19	-	MiGbusters	Players	73%
20	13	Platoon	Hit Squad	94%



As in the Spectrum chart, budget dominates with Fantasy World Dizzy at the top of the heap. Ocean seem to be the only company able to prise tenners out of the wallets of Amstrad users, as the appearance of Batman, Chase HQ and Robocop suggests.

PG'S TIP FOR THE TOP

ESCAPE FROM SINGE'S CASTLE: Just rereleased by Encore, this is a great conversion of the laserdisc coin-op's last few levels.







PC ENGINE TOP 5

1	-	Atomic Robo Kid	85%
2	4	Paranoia	83%
3	3	Chase HQ	88%
4	1	PC Kid	95%
5	2	New Zealand Story	90%

PC ENGINE CHART

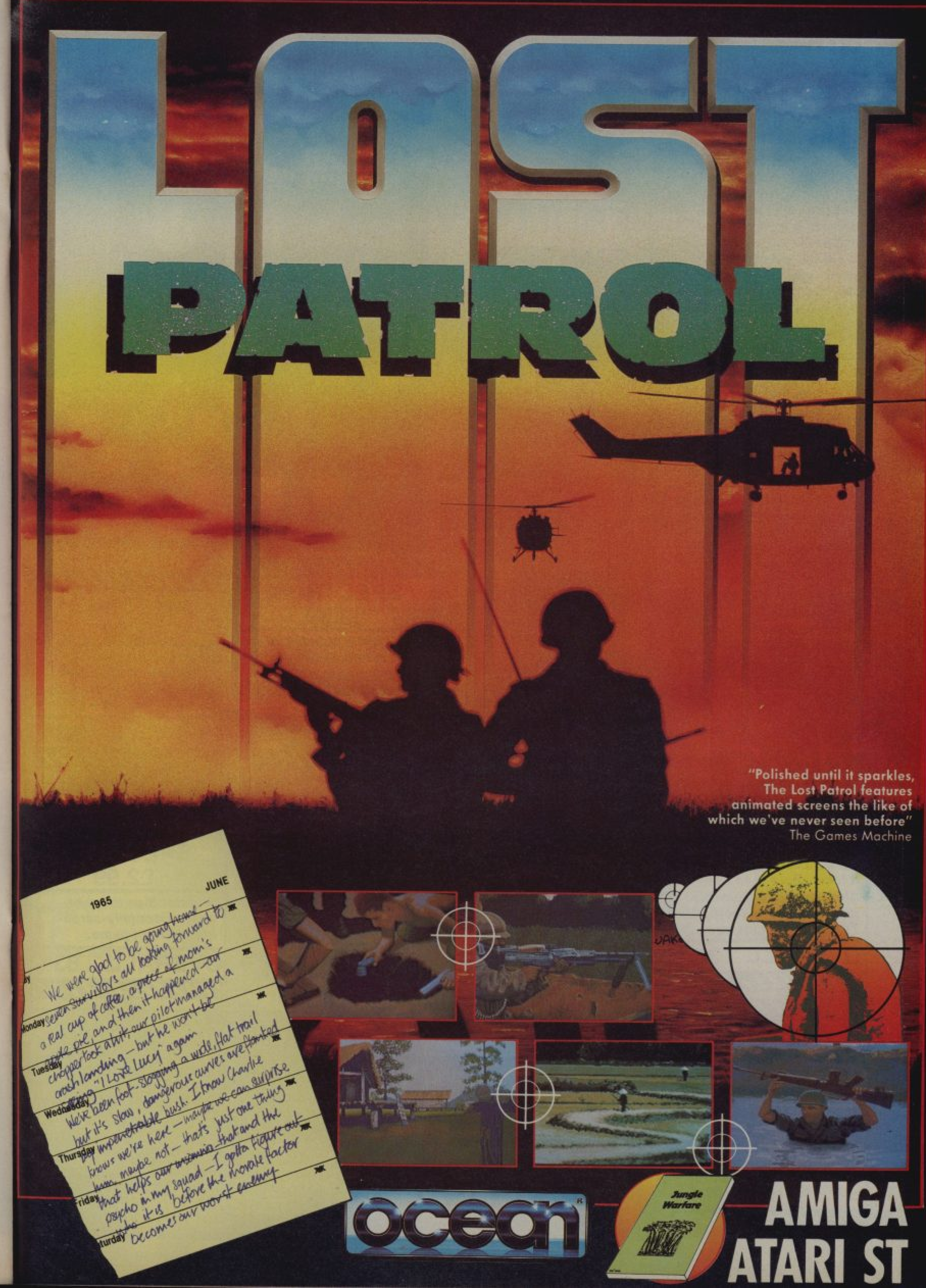
Robo Kid streaks to the head of the field, knocking last month's top two down to fourth and fifth position. This chart is compiled exclusively for C+VG by the groovy fellers at Spectresoft, Covent Garden.

MEGADRIVE TOP 5

1	-	Final Blow	88%
2	-	Darwin 4081	80%
3	3	Ghouls 'n' Ghosts	94%
4	-	Super Shinobi	92%
5	-	Assault Suit Leynos	80%

MEGADRIVE CHART

Three newies in the Megadrive chart this month, but the classics linger on. Surprising to see that Afterburner II has been shot down after only a month at number four. This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.



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FIVE-A-SIDE FOOTBALL
SILVERBIRD

Just for a change, here's a football game that doesn't feature all the World Cup teams or give astrological profiles of the Cameroon First XI. This is just good, old, played-in-sports-centres-by-balding-overweight-business-men Five-A-Side. Well, calling it "good" is perhaps a bit of an overstatement, this being one of the weakest of the current crowd of soccer sims. The Spectrum version starts off with some crisp sampled speech, but from there it's all downhill. The game is slowsville, the viewed-from-above players look like they're bent in the middle as they run around, and tackling the opposing team can sometimes get them very confused, causing them to run backwards and forwards on the spot. Yuk.



SPECTRUM £2.99

It takes more than sampled speech to save this ghastly game of football. Try Match Day instead.

OVERALL 35%

AMSTRAD £2.99

More colourful, but in all other respects, similar to the Spectrum version and equally poor. Something of an own goal for Silverbird, unfortunately.

OVERALL 37%



ESCAPE FROM SINGE'S CASTLE
ENCORE

This Encore rerelease puts you in the chain mail of Dirk the Daring, on a quest to enter the castle of the despotic Lizard King and "do him over, good and proper-like". This means fighting his way through eight separate parts of the castle, each one being a different subgame. Some sections are puzzles, others are more action-oriented, but, as in the laser-disc coin-op, all of them require you to learn a sequence of moves before they let you pass. However, unlike the first Dragon's Lair game, there's rather more to playing Singe's Castle than pushing the joystick in exactly the right direction at exactly the right moment, so it's much more fun. The nice graphics and sound add their two-penn'orth to the enjoyment too.



SPECTRUM £2.99

Less colour than the Amstrad version and the games come in a different order. Pretty good stuff.

OVERALL 80%

AMSTRAD £2.99

Smart and playable translation of the laser-disc coin-op. Much more fun than Dragons's Lair.

OVERALL 83%

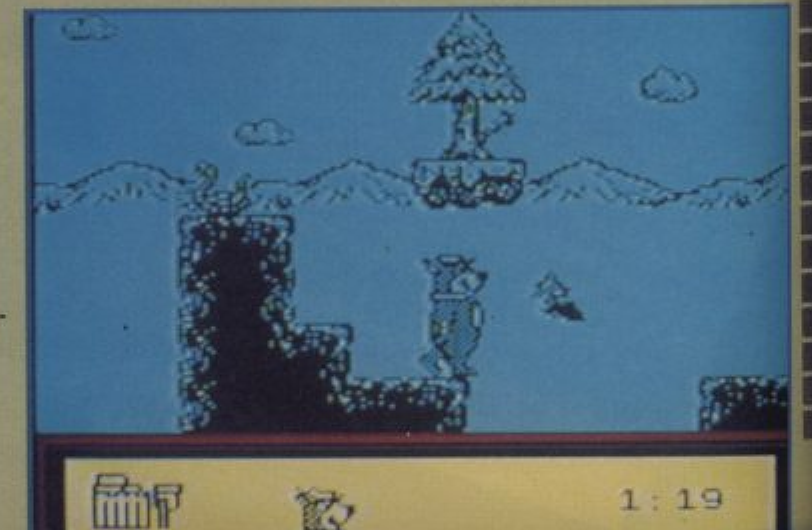
YOGI'S GREAT ESCAPE
HI TEC

The famed cartoon bear is in a whole mess of trouble! Ranger Smith has just been told he has to close down Jellystone Park and send all the animals to new homes in the local zoo. Free spirit that he is, Yogi plans to escape with his pal Boo-Boo and start a new life in New York where he's heard handsome young grizzlies can earn a lot of money. To escape from each of the six sections, Yogi has to jump across a landscape of cunningly-positioned platforms, dodging hunters and collecting food and the odd pickernick basket for bonus points. It sounds like a million other games, I know, but Yogi's Great Escape is gifted with excellent graphics and very addictive - even mentally stimulating - gameplay which keeps you hooked for quite some time.

SPECTRUM £2.99

Smarter than the average horizontally-scrolling platform game.

OVERALL 83%



DGET

BLINKY'S SCARY SCHOOL
ZEPPELIN

It's been a whole century since Red Laird McTavish kicked all the ghosts out of Drumtrochie Castle, but now it's time for the spooks to strike back. Blinky, ace pupil at the school for spectres, has been sent on a mission to scare the pants off the castle's owner, Hamish McTavish. To do that he has to wander through the halls, leap around platforms and pick up magic bits to dump in a cauldron. In most respects Blinky's is like so many other budget arcade adventures, but it has really jolly graphics and the gameplay shows a few sparks of ingenuity, and these give it the edge over most games of this ilk. Recommended.

C64
£2.99

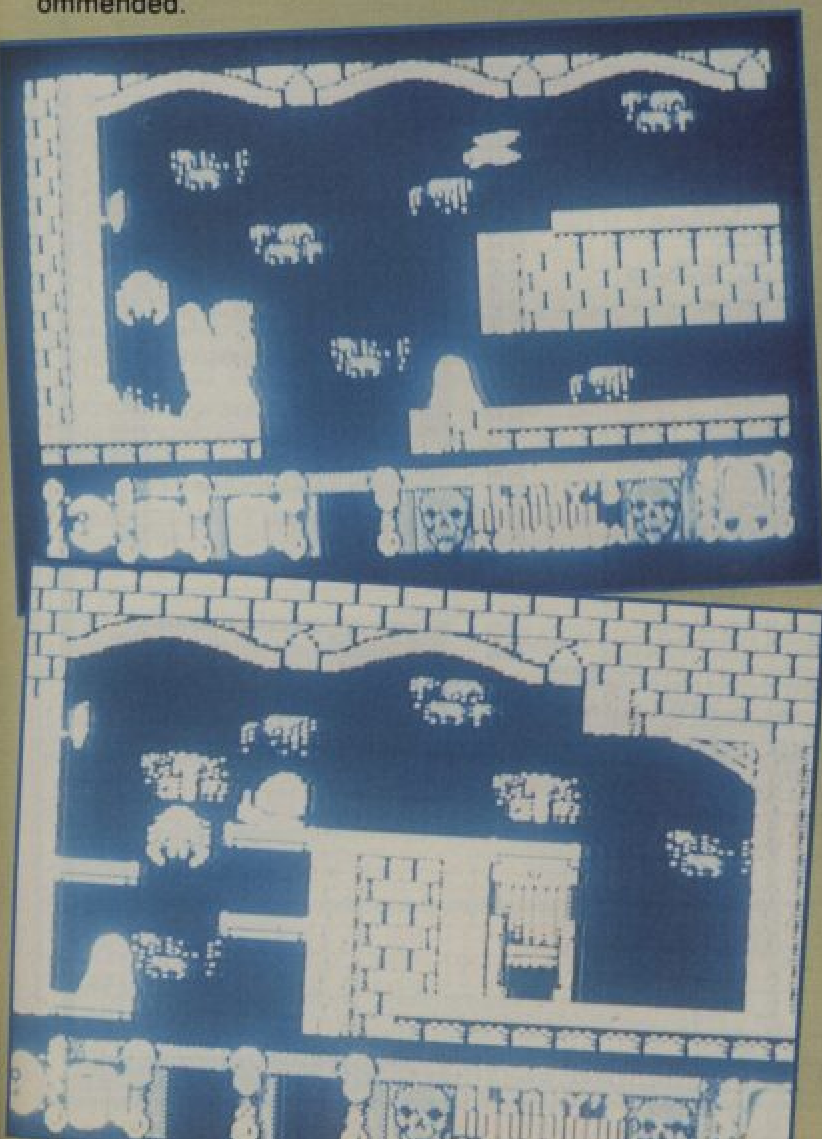
The C64 version looks very swish indeed, and it doesn't have the control problems of the Spectrum version either. Super.

OVERALL 83%

SPECTRUM
£2.99

Controls are a little difficult to get used to, but apart from that the Spectrum version of Blinky's plays well and looks great.

OVERALL 80%



ARCADE FRUIT MACHINE
ZEPPELIN

Spend three quid and save a fortune - I guess that's the idea behind this bandit simulation which provides everything a fruity addict could possibly want (except perhaps an endorsement from Gamblers Anonymous). Gambles, nudges, skill stops, holds, bonus holds, feature holds, feature repeat, reverse and forward starts - they're all here. All those features and the packed display make it a staggeringly tricky game for the novice to follow, but bandit lovers will doubtless be in their element.

C64
£2.99

Nice graphics and loads of features make this one of the best Fruit Machines around.

OVERALL 77%

FRUIT MACHINE 2
CODE MASTERS

What? Another fruit machine game? Is this the start of a budget trend? Like Zeppelin's effort, this seems to have all the features of the most advanced bandits, some of which, like the Mega Trek, the Turbo-Skill, the Winner-Spinner and the Coin Box Super-Scanner are quite bizarre. The program uses several different screens for the different features so the display isn't as cramped as that of the Zeppelin game. The control keys are more obvious, too, so FM2 is, on the whole, the less confusing of the two. If you need to be weaned off the gambling habit, this should be top of the shopping list.

C64
£2.99

Not quite as pretty as the Amstrad version, but the games's the same, and the music is jollier.

OVERALL 81%

AMSTRAD
£2.99

The prettiest and most comprehensive budget fruit machine game around.

OVERALL 80%

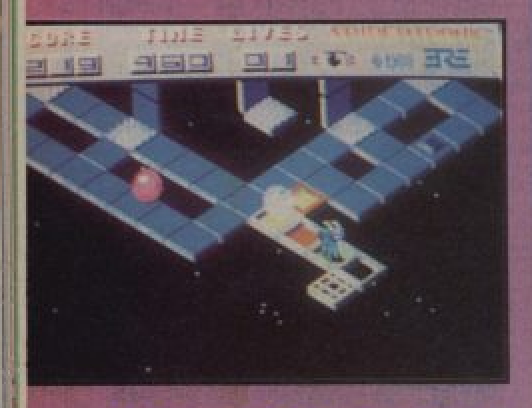


BUD

SPIDER-TRONIC
SMASH 16

Scared of spiders? Spare a thought for the poor, eight-legged beasties, please. This particular one is on a mission to link together the fabric of the universe, by placing coloured tiles over the holes in space, and if that weren't hard enough, he's being hassled by a load of coloured balls! Dotted around the playing area are anti-grav lifts which allow little old Incey to travel between the different floors and, once you've filled the gaps, it's onto the next, more hazardous stage. What looks at first to be a pretty dull puzzle game is, in fact, an addictive romp with charming graphics and soothing sound. The gameplay isn't exactly fast and frenetic, but it's still demanding enough to make you want to cry when one of the balls crashes into your last spider just as you're about to slot in the final colour. Great value.





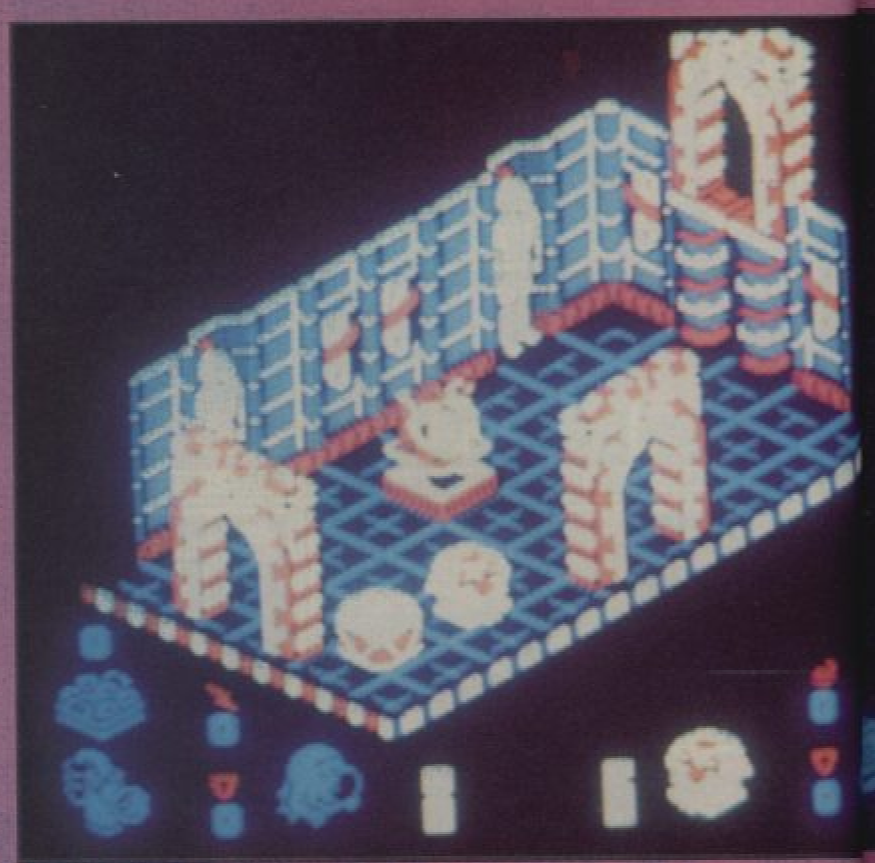
ST
£4.99

A cheap and very cheerful game which, unlike most 16 bit budget affairs, makes you think instead of blast untold amounts of baddies to kingdom come!

OVERALL 88%

HEAD OVER HEELS
HIT SQUAD

The nasty baddy Blacktooth has captured Mr Head and Mr Heels and enslaved them in his solar system which consists of five planets. You have to liberate each planet before taking on the head guy and beating his ass into the ground. Only snag is, Head and Heels have been split up and, as Head is only good at jumping and heels is pretty hot off the mark when it comes to covering ground, you're going to have to get the pair together again before things can really happen. And in the meantime, you've got to deal with such hazards as remote controlled Prince Charles Daleks, electrified toasters and other



SLAP FIGHT
HIT SQUAD

Hands up all you lot who thought Orac was the little, electronic talking box from Blake's Seven. Wrong! Well, technically you're absolutely right, but not in this case. Orac is, in fact, an enemy planet which you, in your Slap Fighter, must penetrate and crush into little pieces before the armies stationed there assemble and launch an all-out assault on Mother Earth. Cripes! And with only a measly little peashooter of a gun to fight with, you're gonna wish you ate four Shredded Wheat this morning! But don't get too worried, as you can collect extra weapons too and equipment along the way - whew! Well, what can one say about this genre that hasn't been said before - vertically scrolling, weapon-collecting, end-of-level guardian blasting, mindless shoot 'em up action? Not a lot really, except that this one's better than a lot which you'll see at budget price, with pretty spaceships and backdrops, lots of colour and generally rock-hard gameplay which'll glue you to your swivelly chair. In all, not bad at all.

SPECTRUM
£2.99

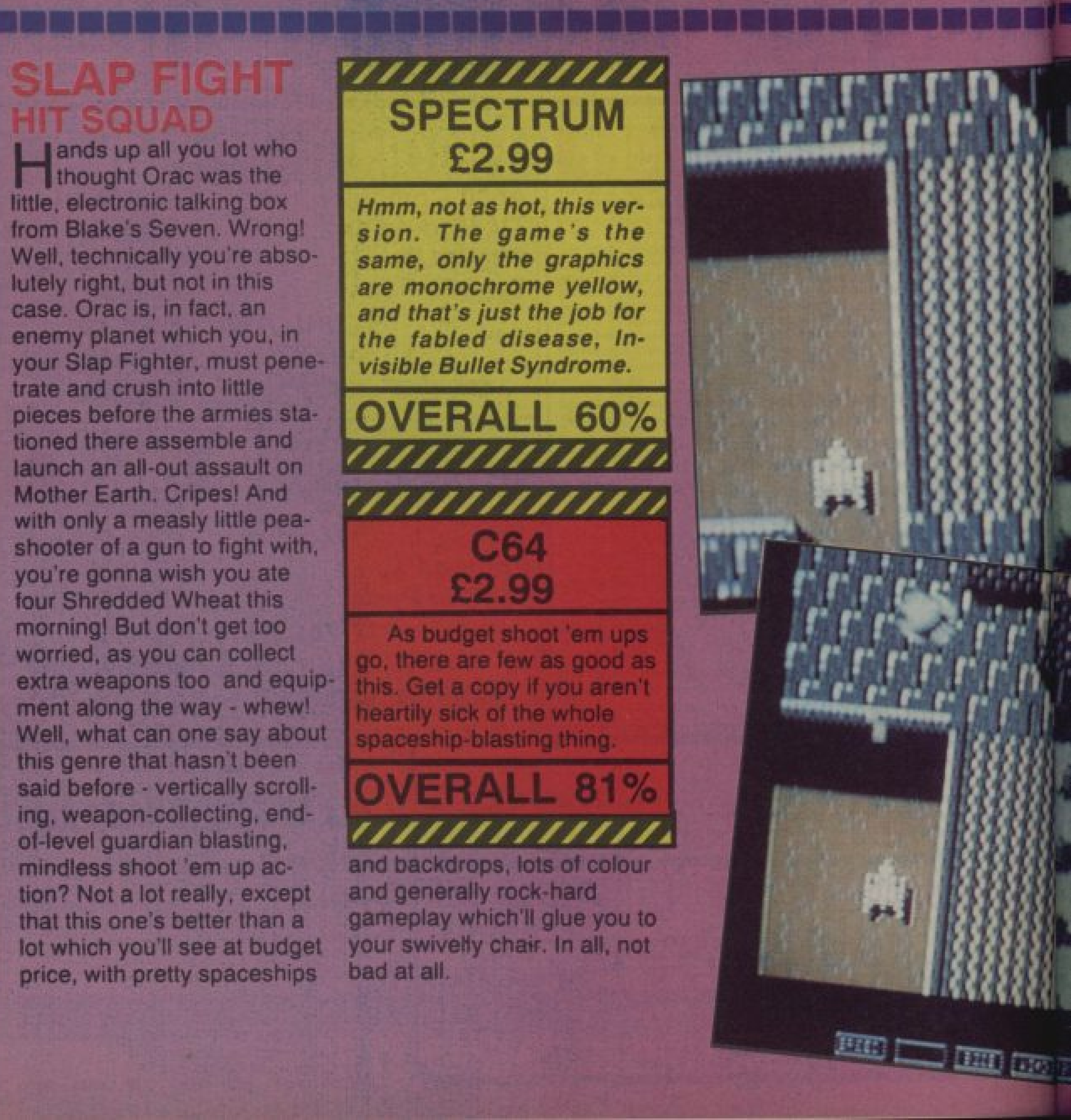
Hmm, not as hot, this version. The game's the same, only the graphics are monochrome yellow, and that's just the job for the fabled disease, Invisible Bullet Syndrome.

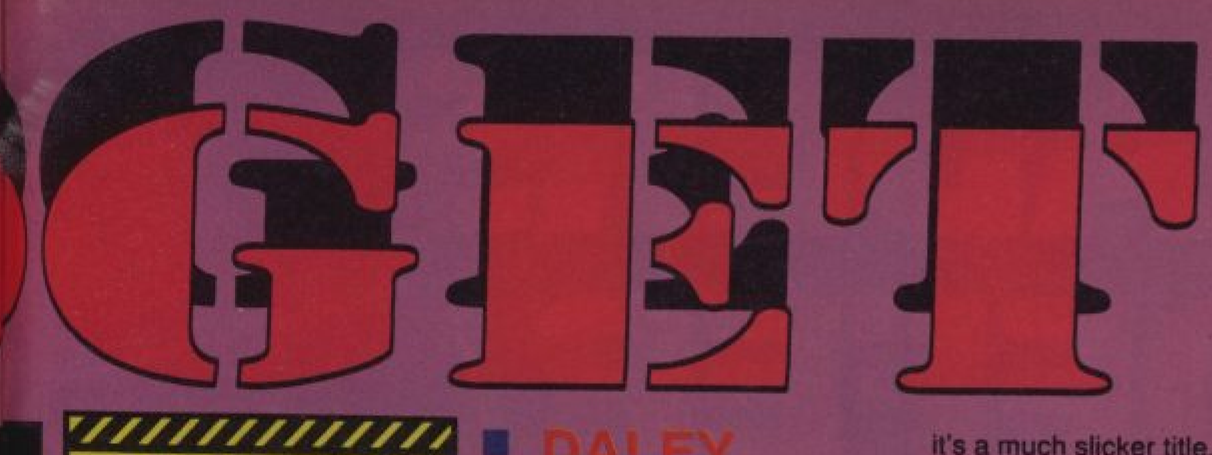
OVERALL 60%

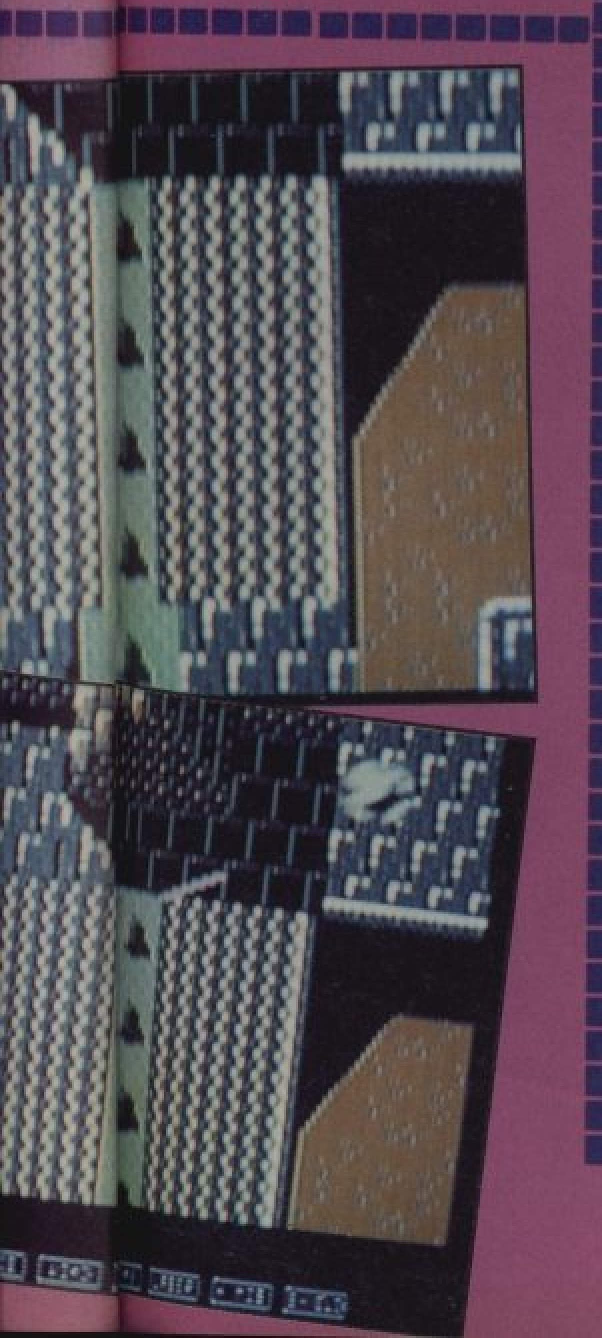
C64
£2.99

As budget shoot 'em ups go, there are few as good as this. Get a copy if you aren't heartily sick of the whole spaceship-blasting thing.

OVERALL 81%







SPECTRUM £2.99

A worthy release at three quid, featuring two of the strangest computer stars ever. A must for all Speccy owners.

OVERALL 93%

weird and not-so-wonderful nasties! This, the most involving of the forced 3D perspective games of around three years ago is still one of the best to date, and sports marvellous monochrome graphics, speedy, jumpy gameplay and a tough and challenging mission across the five different worlds. Arcade adventure fans will love it!

DALEY THOMPSON'S SUPERTEST

The old Lucozade man himself has had three games made about him. This is the second in the series, which continues on from the classic joystick smasher, Daley Thompson's Decathlon, with a further eight events to squeeze you, tease you and break your wrist in umpteen places. Events are many and varied, and include Pistol Shooting which entails shooting at spinning targets to gain a qualifying score, springboard diving, cycling and other such lovely things. Daley gets three chances to qualify in each event - if he fails all three, he's out and must begin from the beginning. Supertest couldn't ever hold the magic which the original Decathlon game possessed, but having said that it's a much slicker title, with more events, better graphics and not nearly as much wrist-aching joystick waggling to be done. It's a smashing game and, for £2.99, you'd be a bit of a dribbly to miss it.

SPECTRUM £2.99

Loads of more-than-playable events which, stuck together in one package, make Daley Thompson's Supertest an extremely good value for money buy.

OVERALL 89%



PROTECTOR
16-BLITZ

Put two choppers together and what do you get? No, not a biological throwback, but a battle of speed, power and shooting skill way out in the desert. Two helicopters are attempting to blow each others' bases to smithereens, by picking up the parts to make an atom bomb then dropping the completed explosive device on the opponent's volcano heli-pad. The first to complete the mission wins - that's all there is to it. Unfortunately, what's there isn't worth spitting on, never mind forking out nearly a fiver. Protector is an atrocious Choplifter derivative, comprising of titchy graphics, sub-standard sound and gameplay so shallow you couldn't fill an egg-cup with it. If you're looking for a decent budget buy this month, look to Spidertronic.

AMIGA £4.99

A terrible game in all respects. Only buy it if you fancy being the laughing stock of a nation.

OVERALL 23%

ST £4.99

The same game, with less colour and even worse sound. Don't even ponder with the idea of purchasing Protector.

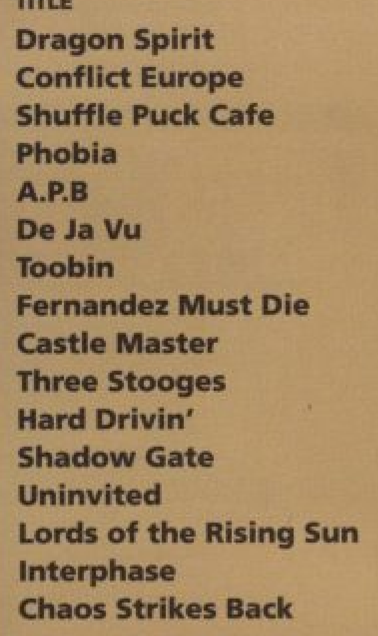
OVERALL 21%



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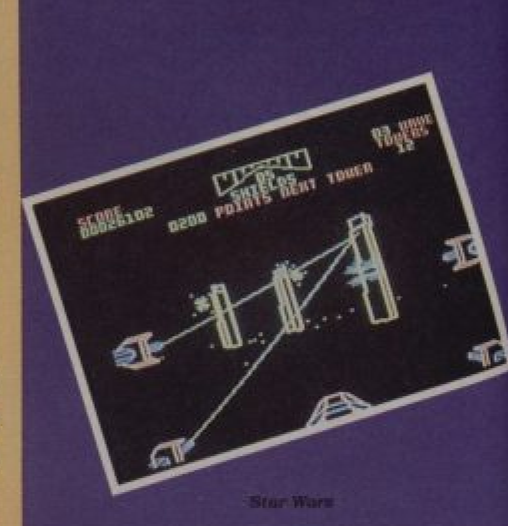


Lords Of The Rising Sun



Dragon Spirit

TITLE	FORMAT	PRICE
Dragon Spirit	ST/Amiga/PC	4.99
Conflict Europe	ST/Amiga/PC	9.99
Shuffle Puck Cafe	ST/Amiga	9.99
Phobia	ST	7.99
A.P.B	ST/Amiga	9.99
De Ja Vu	ST	4.99
Toobin	ST/Amiga	5.00
Fernandez Must Die	ST	7.99
Castle Master	ST/Amiga	19.99
Three Stooges	Amiga	9.99
Hard Drivin'	ST/Amiga	9.99
Shadow Gate	ST	4.99
Uninvited	ST	4.99
Lords of the Rising Sun	Amiga	24.99
Interphase	Amiga/ST	19.99
Chaos Strikes Back	ST	19.99



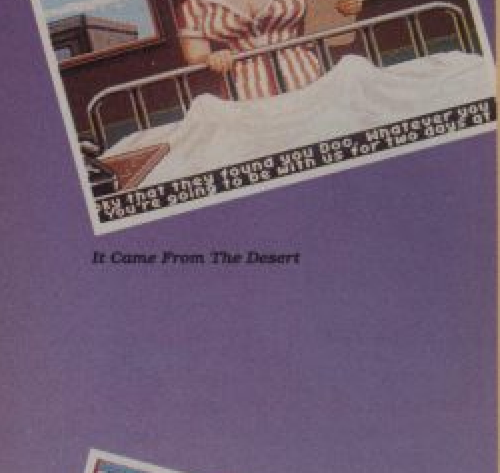
Star Wars

Phobia

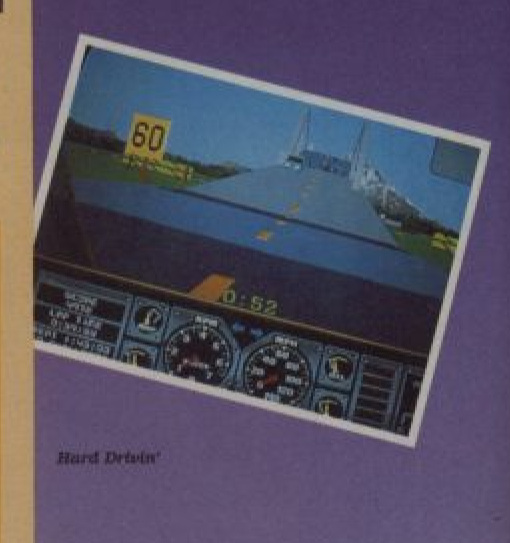
8-BIT GAMES

	AMS	SPEC	COM
Dragon Spirit	4.99	4.99	4.99
Hard Drivin'	5.99	3.99	-
Toobin	3.99	3.99	3.99





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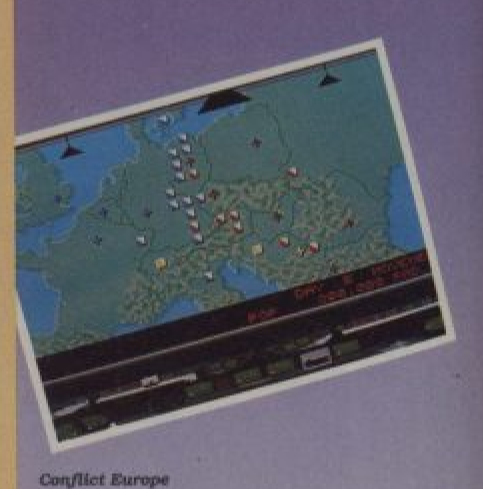
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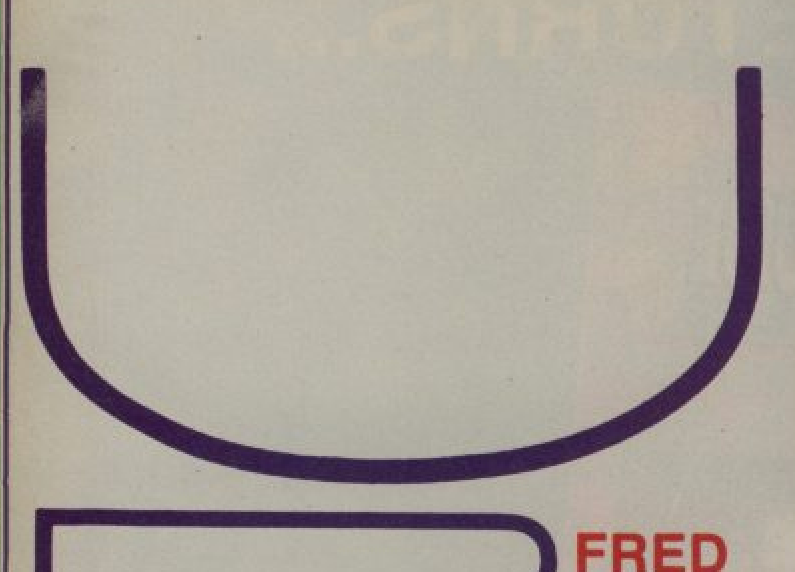
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UPDATE





FRED
UBI SOFT

Ye brave knighte, Sir Fred, hath had his damsel pilfered by yon fiendish dwarf, Ultimor, and been reduced to tiny stature by said villain's magic. Now he seeks to recover his lost maiden as well as his lost inches by trekking through 50 different levels, slaying cheeky, stone-throwing gnomes, shambling ghouls, etc, etc, with knives and his trusty sworde. Ubi Soft have really gone to town with the graphics on this game, with cartoon-like animation on the characters and extremely pretty background graphics, and the sound isn't half bad either. But, downer number one is the unnecessary three-level playfield that lets you move into and out of the screen to avoid obstacles but overcomplicates the controls. Downer number two is the way the levels come in sets of three, so that if you die on stage three, you get sent right back to stage one. Aiieee!

AMIGA
£24.99

One of the prettiest arcade adventures around. Also one of the most frustrating.

OVERALL 80%

ST
£24.99

Identical to the Amiga version in every way. Very good but continued play will drive you round the bend.

OVERALL 80%



DYNASTY WARS
US GOLD



Fight off the clans of ancient Japan in the 8 bit conversions of the Capcom coin-op. There's a choice of four warlords to play, and after selecting whichever has the right combination of physical and magical strength, mount up and charge into oncoming hordes of foot soldiers, archers and cavalry. The Spectrum and Amstrad conversions are nicely done, though the visible playing area is quite small and the detailed sprites are quite difficult to make out against the like-coloured ground. The C64 version looks like it's played in a quagmire, though, with dull grey warriors rampaging about a mud-brown battlefield. For some reason, the unusual gameplay isn't instantly appealing, so unless you loved Dynasty Wars in the arcades this isn't really worth scouring the shelves for.

AMSTRAD
£10.99

Similar to the Spectrum game, but without the colour problems. The best of the 8 bit conversions.

OVERALL 79%

C64
£10.99

Ghastly colours make this version look very ugly, but it plays just like the others.

OVERALL 65%

SPECTRUM
£10.99

Pretty good conversion, apart from the camouflaging effect of the monochrome colour scheme. Worth getting if you liked the coin-op.

OVERALL 77%

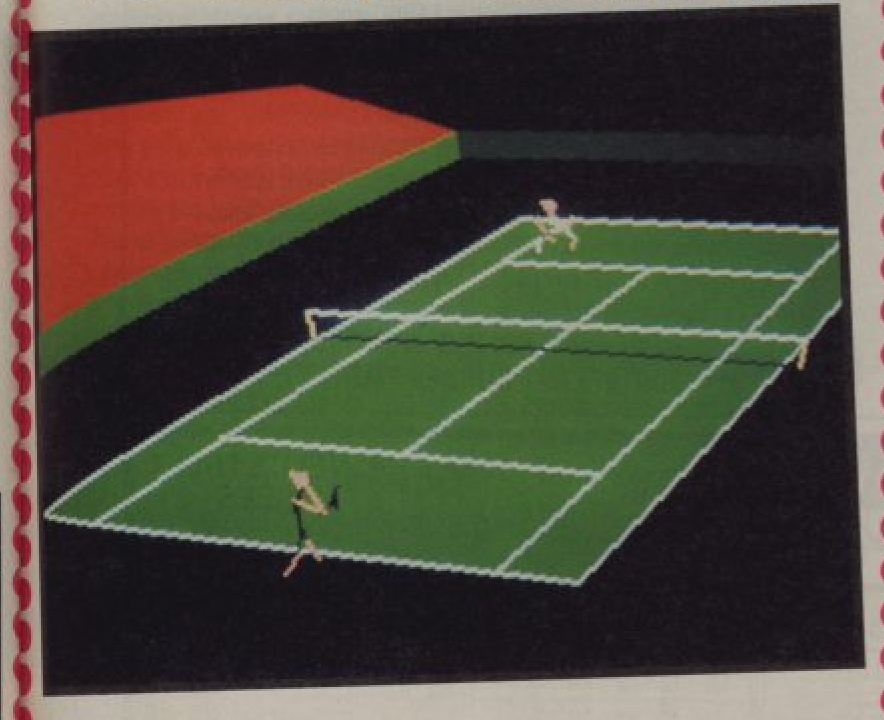
INTERNATIONAL 3D TENNIS
PALACE

Take to some of the most famous centre courts in the world in the Amiga version of Palace's excellent and unusual tennis simulation. The Amiga version is remarkably similar to the C64 version, which has to be testament to how good the 8 bit version was, but there are a few improvements. The weird, yet beautifully animated vector graphic players are filled in in this version, you can pause the game and rotate the court to any angle (so you can even play 2D viewed-from-above-tennis if you really want to), and the sound has been significantly upgraded. A remarkably accurate rendition of the BBC Wimbledon theme greets you on loading the game, and the programmers at Sensible Software have sampled a real Wimbledon umpire's voice to read out the scores.

AMIGA
£24.99

Innovative and very playable adaptation of the sport. Marvellous.

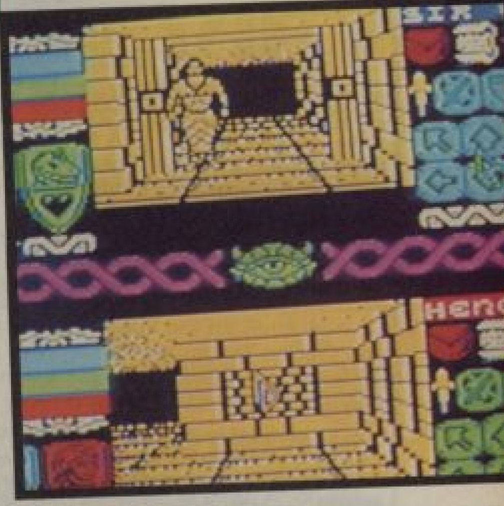
OVERALL 93%





BLOODWYCH
MIRRORSOFT

Retrieve the Crystals of Storing from Treihadwyl Tower and save the universe from eternal damnation in the Spectrum version of this mighty one or two player RPG. Choose four champions from a selection of 16 clerics, warriors and wizards, then take them through the many levels of Treihadwyl, solving puzzles, hunting down keys and magic items, and slaying lackeys of the vile Zendick. The icon command system handles interaction between characters, object manipulation, fighting and spell casting and though the two split screens leave the menus crammed together, selecting icons is surprisingly easy. The cassette version is a bit of a fiddle, what with saving out character files, etc, but getting going on the disk version is a breeze.



SPECTRUM
£9.99

If you ever drooled over Dungeon Master and the like, buying Bloodwych will save you buying an ST or Amiga.

OVERALL 90%

FINAL COMMAND
UBI SOFT

What's this? Dead bodies all over the bridge of the starship Centaur? Control consoles peppered with laser fire? It seems one of the Centaur's crew was working for the evil Horgants, and it's up to you to find out who, why, when and where in this completely mouse-driven space adventure. The screen shows a picture of your location (which looks digitised then touched up) and you can pick up or examine objects just by moving your pointer over them and clicking. This works pretty well, but the locations of certain objects is not at all obvious and the only way to find an essential teleport pass is to sweep the pointer about an apparently empty floor until it changes into an information icon. There are also some uncomfortably sudden deaths which doesn't make for optimum enjoyment either.



OPERATION THUNDERBOLT
OCEAN

In this sequel to Operation Wolf, Roy Adams and his mercenary mate (that's you and a chum) have to rescue a DC-10 full of passengers from Arab terrorists. There are eight levels to Uzi your way through before you get to them, though, and they're packed with tea-toweled terrors chucking knives, grenades and bullets in your direction. Luckily, a friendly quartermaster is dropping crates of useful equipment out of the sky, so you can equip yourself with bulletproof vests, laser sights and mortar bombs. If you were a fan of the arcade game you may well be disappointed with this conversion. While the gameplay isn't too bad it's far from addictive, and the graphics are pretty yukky. The game has the distinction of being compatible with light guns and Commodore and Neos mice, if that's any consolation.

C64
£9.95

Pretty ugly conversion of the blockbuster coin-op. Not half as good as Ocean's C64 Operation Wolf conversion.

OVERALL 52%



ITALIA 1990

BY VIRGIN MASTERTRONIC

What do you do when you're one of a multitude of companies who possess the rights to produce a footy game based on one of a number of teams, competitions and the like at around World Cup time, and you really want to do well in the sales figures? Don't buy just one license, get your hands on two of the little blighters!

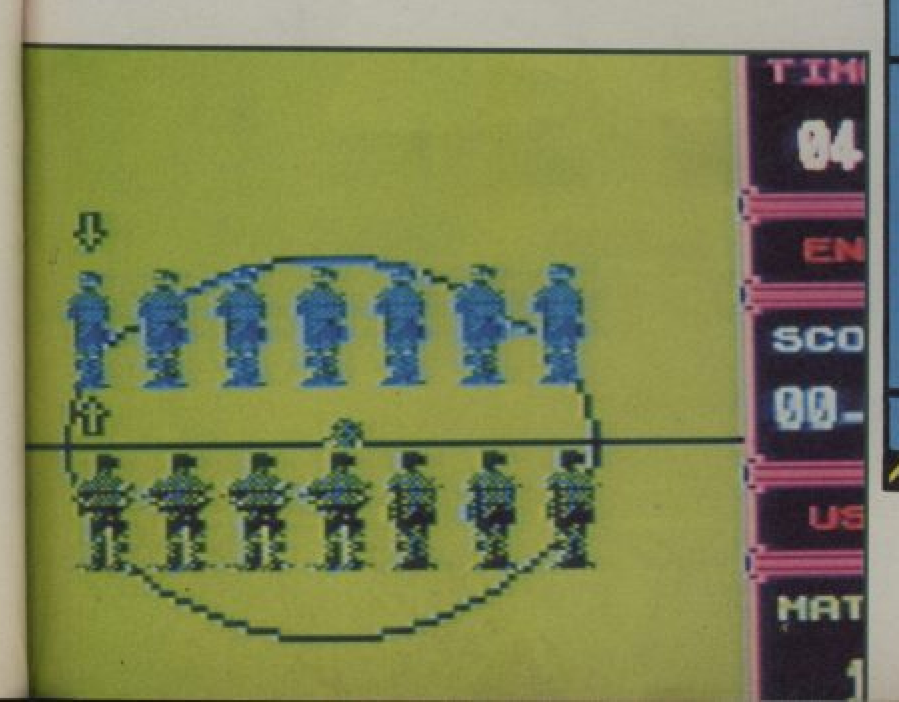
That's what Virgin have done with this 'un, for, as well as the game being a conversion of the addictive coin-op soccer game, they're also clagging the Italia '90 stick man onto the box too, and calling it World Cup Soccer - Italia '90. Displayed in the now familiar bird's-eye view format, you take control of seven players from one of four countries, and must battle through the rounds to, hopefully, lift that cup and proclaim yourself champion of the footballing world. There isn't a half-time whistle; instead, the game plays right though until the finish, but there's a referee who still does all the things which referees do best - annoy the players by dishing out throw-ins, free kicks and even red cards!



▲ *He took a dive, ref! With respect, sir, you must be blind...*

▼ *Shiltonesque goalkeeping*





UPDATE

PC, ST, C64 and Amstrad versions of World Cup Soccer - Italia '90 should be nestling on those computer store shelves at this precise moment. Question is, can you drag yourself away from the real World Cup which is on your telly at this very moment!

SPEC £9.99

Basically the same criticisms as the Amiga version really. The graphics look neat (although static players look decidedly disjointed), and controls are confusing but quickly learnt. Not a bad game if this is the sort of soccer action you're looking for.

OVERALL 76%

AMIGA £24.99

First impressions of World Cup Soccer - Italia '90 were of disappointment - with no half-time break and a reduction in on-screen players it seemed that the game wouldn't be able to compete with other soccer titles on the market. But after playing for a while, you begin to realise that it isn't supposed to be a simulation at all, but an out-and-out arcade knockabout. As is usually the case with any football game, Italia '90 is more enjoyable when played against a human opponent because, after a relatively short time, you can predict exactly what the computer is going to do. Graphics are great, with some really well animated players and spectacular behind-the-goal views when you're in a shooting position, and although the control method, which constitutes pressing the fire button to take control of the player nearest the ball, is initially irritating you soon get used to it. World Cup Soccer - Italia '90 doesn't have Kick Off-like depth of gameplay, but if arcade football is your thing, get your pinkies on this.

PAUL RAND

GRAPHICS	89%
SOUND	76%
VALUE	81%
PLAYABILITY	78%
OVERALL	80%

▶PC

THUNDER

BY MILLENNIUM

The armchair sportsman of the future won't be tuning in to jet-powered football or particle tennis. In 2238 the only competition worth televising is the Megacorp Industries Ground Defence Games.

Entrants get a choice of five ships to fly in the contest, each of which has different speed, acceleration and manoeuvrability statistics. However, after each round the referees award outstanding pilots enhancements to upgrade their ships' flight performance.

The games consist of 50 rounds, played in five different 3D arenas. The object of the game is to use your ship's armament to defend a set of ground installations from robot attack ships which are being released from generators. The attack ships try to deactivate your installations by landing on top of them and draining them of energy, whereupon they turn into homicidal heat-seeking mutants. Blast all the enemy drones and their generators before you lose all your installations and you progress to the next round.

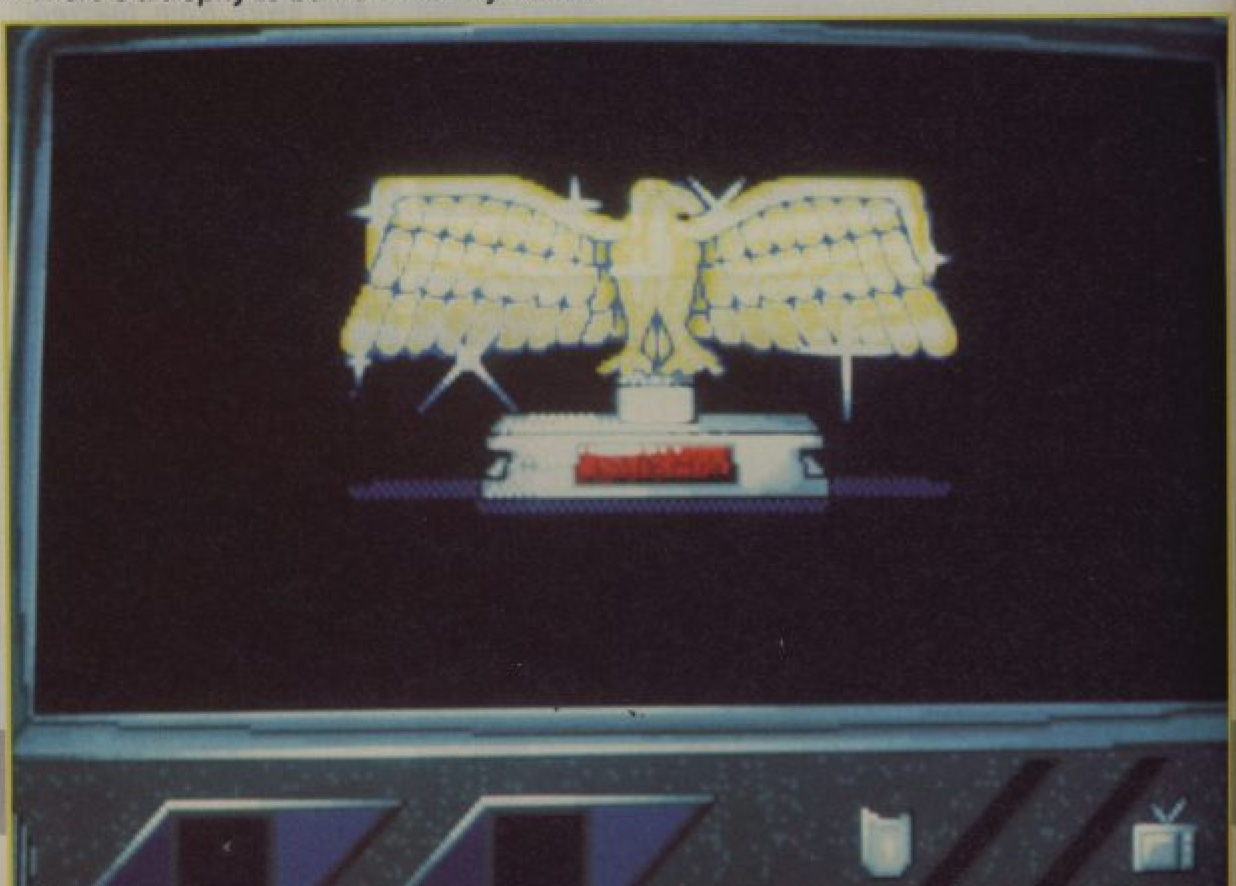
There are six types of deadly drone ships, each with their own offensive characteristics. They include Saboteurs (which head straight for your installations and try to deactivate them), Bombers (which, not surprisingly, lay bombs) and Lungers (which explode into clouds of shrapnel when shot). If you're lucky, though, a dead drone will leave behind a pick-up pod, to equip your ship with boosted shield or weapon power, up to three spinning defence pods, a set of turbo boosters or double shots.



▼ *The map. The crosses are the generators you should be aiming for*



▼ *There's a trophy to be won in every arena.*



RSTRIKE

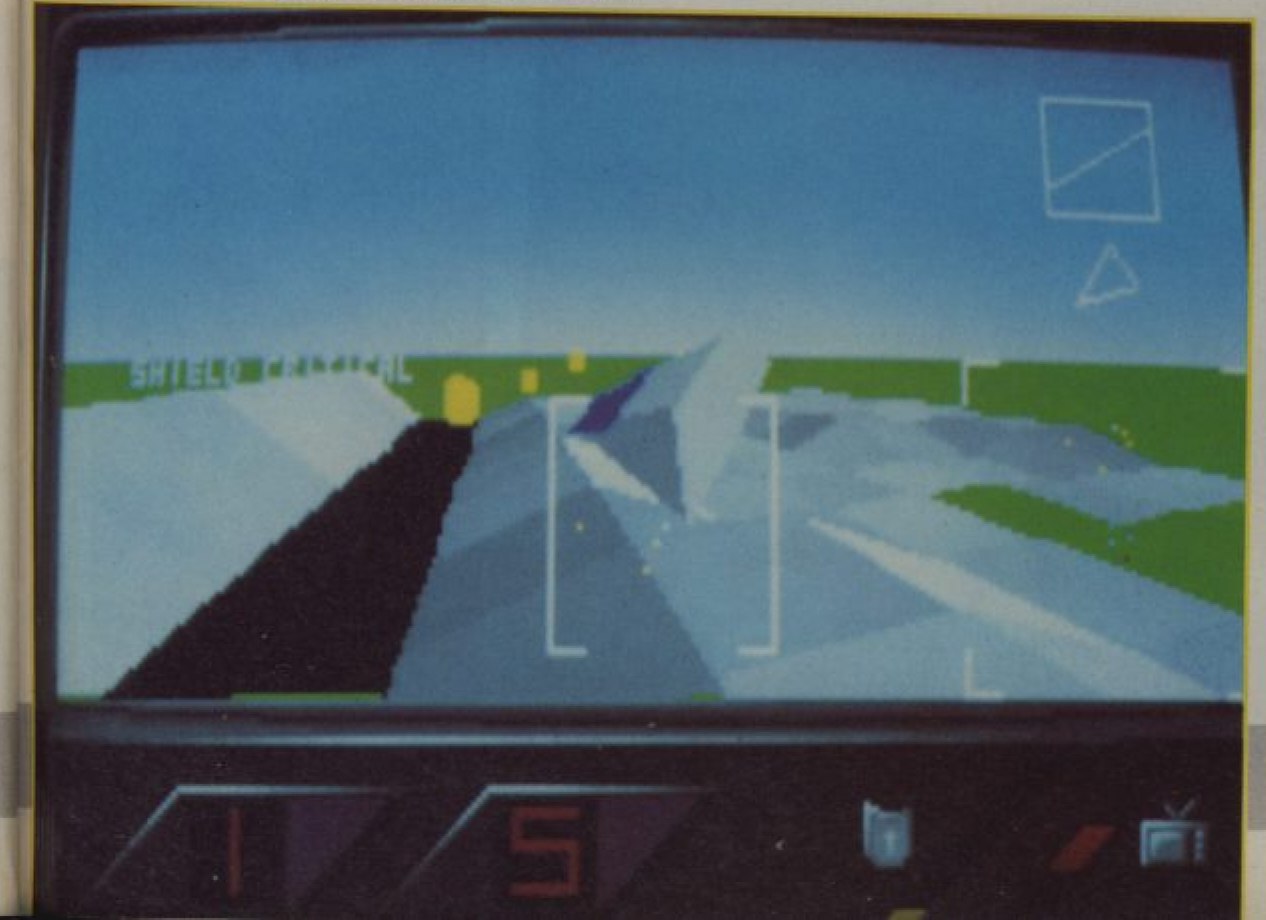
C+VG HIT!

UPDATE

ST and Amiga versions of Thunderstrike will be out and about by the end of June, both priced £24.99. Watch out for the Update next issue.



▼ *Meet the pilot*



▼ *Collect a shield pod before it's too late!*

PC
£29.99

This is one game I've been looking forward to for a while, and the wait has been well worth it. It's basically a pretty simple game - like a 3D version of Defender - but it's very, very playable and the speedy vector graphics make playing it an exhilarating experience. Initially, viewing the action from a terrain-hugging remote "camera" makes it quite difficult to gauge where pods and ships are meant to be, but everything falls into place after only a few minutes of experimental swooping about and blasting. Control is by mouse or keyboard, and both are fine, though the heavy-handed among you might find it even easier if you turn the mouse sensitivity down a notch or two. The feeling of zooming over hill and dale is marvellous and if you're lucky enough to have a VGA card plugged in the scenery is spectacularly colourful, as you can see from the screenshots. In EGA mode the colours are less subtle, of course, but this doesn't affect the gameplay at all, and for once, here's a game you don't need a superfast machine to play. Thunderstrike looks perfectly respectable even on an 8 Mhz PC.

PAUL GLANCEY

GRAPHICS	90%
SOUND	80%
VALUE	87%
PLAYABILITY	89%
OVERALL	90%

F19

BY MICROPROSE

C+VG HIT!

Stealth technology is now available, what with the B2 Bomber and F117-A Fighters. The latter is the subject of this latest simulation from Microprose - only when they were designing the game, the plane was top-secret, and had a working title of F19.

This oddly-shaped little plane is just the job for sneaking into places where it isn't wanted, blowing up a few enemy bases and cruising away, leaving the opposition perplexed as to where you came from and, indeed, where you went. After selecting your mission and difficulty level, all that's left to do is take off, complete the assigned task and return home. If you're successful you'll receive a slap on the back and, if you were really good, a medal or promotion. Failure, however, brings jeers and derision from your colleagues in the bar - that's if you make it back to base at all!

▼ *Once the Sidewinders are locked on the MiG there's no escape!*

UPDATE

With a bit of luck, Amiga F-19 should be out next month, priced £29.99. And it's already available on Spectrum and C64, under the title of Project Stealth Fighter.

▼ ***The F19 buzzes a Libyan missile base***



PC
£29.99

The same engrossing gameplay as the ST, and a graphics mode to suit every PC. Not as hot a sim as LHX, but an excellent package nonetheless.

OVERALL 89%

ST
£29.99

F-19 Stealth Fighter is quite different from the vast majority of flight combat sims which we've seen over the past few months. Whereas the others send you on an out-and-out killing spree, this one is much more strategy-orientated, which some people may find a little off-putting. That said, when you're participating in a conventional war in Eastern Europe and the full force of the Warsaw Pact is breathing down your jet exhausts, the action can hardly be called "leisurely". The overall playing area is vast; if you thought that Falcon was big at a few hundred square miles, you'll be flabbergasted at F-19's half-million, split across the four highly detailed combat zones, riddled with SAM sites, enemy tanks, aircraft and so on. An impressive sim, made even better value by the usual stack of bumph found inside Microprose's packages, F-19 Stealth Fighter offers an informative and exciting look at the USAF's sneakiest piece of kit.

PAUL RAND

GRAPHICS	93%
SOUND	86%
VALUE	91%
PLAYABILITY	87%

OVERALL 89%

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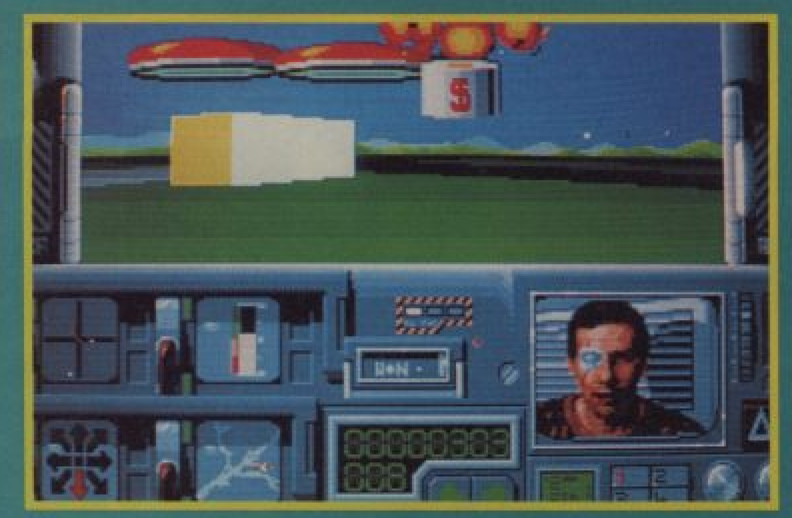
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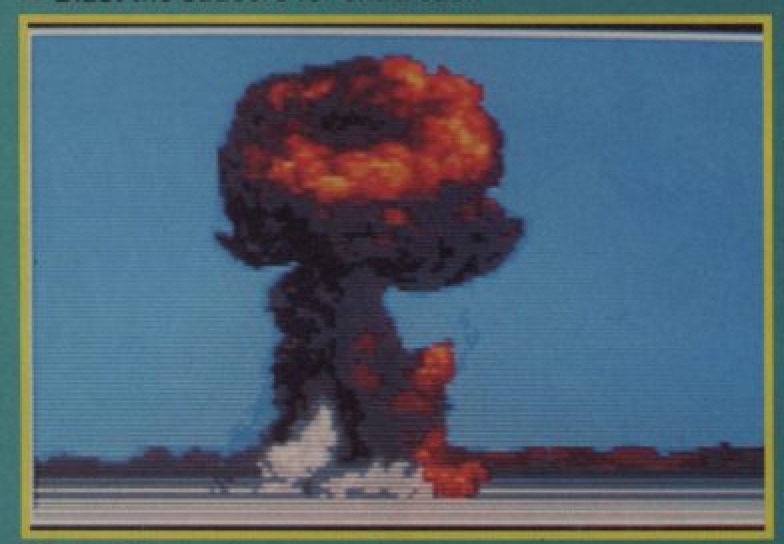
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▲ *There he is! The arch-runner!*

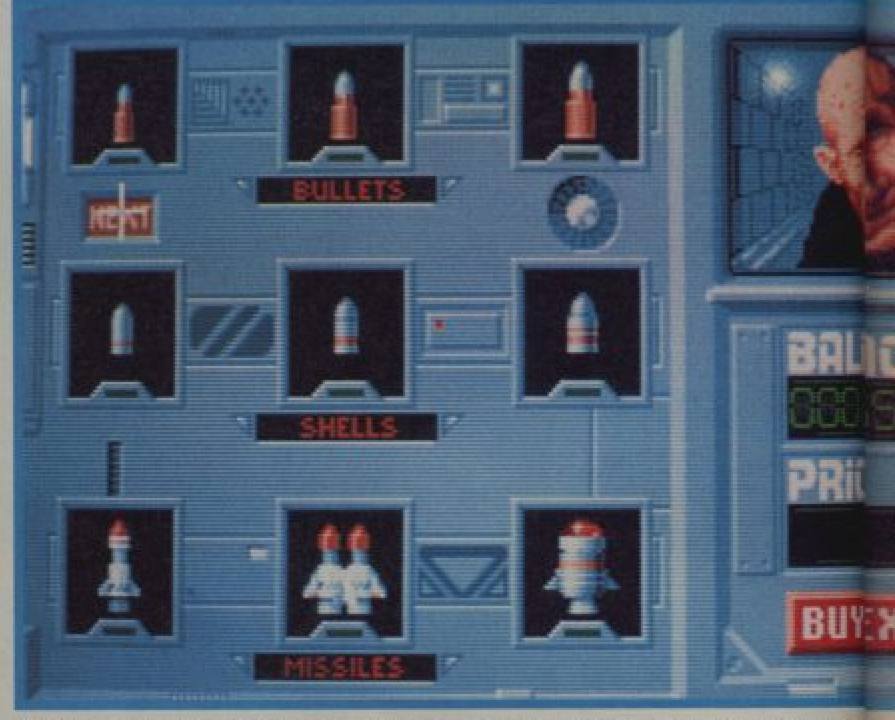


▲ *The UFO has you in its sights*

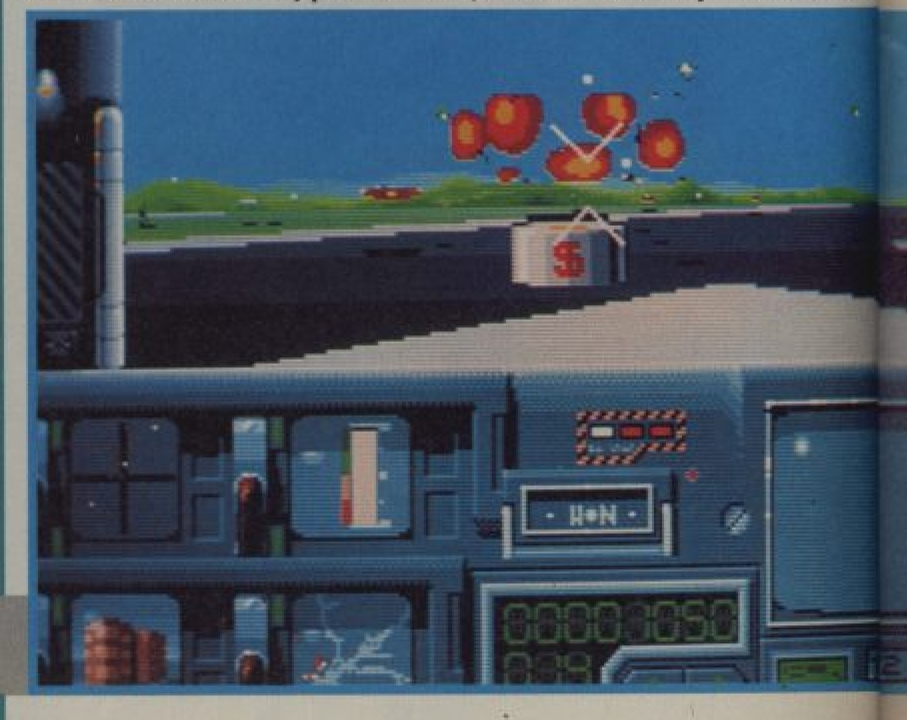


BY LOGOTRON

▼ *This guy has quite a shell collection*



▼ *Another villain "apprehended", and more money in the bank*



LUTION 101

Crime rates are soaring, violence is reaching unparallelled peaks, rivers of blood run through the streets. And who do they send in to mop it all up? Another criminal, that's who. Resolution 101 is an emergency measure. It gives convicted lifers the chance to win their freedom by clearing the city of low-life scum. Crims are expendable - coppers aren't.

Operating from a Theta 4000 ground skimmer, your mission is to track down four drug runners working in the four quarters of Los Envegas: by defeating them three times each (the insurance companies fork out for a couple of extra baddie craft but won't pay for a third) you win the game. You've got nothing to lose but your chains!

llection

▼ The local engine emporium. Don't like the look of that mechanic



bank

▼ The fountain is pretty to watch

UPDATE

A PC version is due any time now, for the slightly more expensive price of £29.99. No other versions are planned.

AMIGA £24.99

The Amiga version is virtually the same game as the ST down to the last lamp post. Fans of 3D blasting should definitely take a look.

OVERALL 80%

ST £24.99

The first thing that strikes you about this game is the 3D - it's so fast! It's even more impressive when you consider the detail that's gone into the city: typical urban features like roads, trees, rivers and lamp posts are combined with masses of buildings. The gameplay is just as good: it's like a complicated version of Novagen's Backlash, with several objectives at once. Bounty from destroyed enemies allows you to spend more cash improving your skimmer with everything from high-powered engines and heat seeker missiles to armour patches and machine guns. This is in addition to the main aim of eliminating the drug runners, a task aggravated by the high intelligence level of the bad guys: once they know where you are, they hide and lay strategic mines designed to lure you to your death. If you like blasters with a stealth element, this is well worth a look - if a tad expensive for only twelve levels.

GORDON HOUGHTON

GRAPHICS	89%
SOUND	76%
VALUE	72%
PLAYABILITY	80%

OVERALL 80%

COMBO RACER

BY GREMLIN

If motorbikes and sidecars make you think of Arthur driving the pregnant Olive to hospital in On The Buses, or possibly some George Formby film you once saw on BBC2 years ago, you're obviously not feeling well and should probably get out in the fresh air a bit more.

Well-adjusted individuals who always get off with girls at parties associate motorbikes and sidecars with the rip-roaring sport of Combo Racing. This involves teams of two people, one of whom rides a very fast motorcycle while the other crouches in a bullet-shaped sidecar, clinging on for dear life while leaning left and right to help swing the combination around corners.

Gremlin have computerised the sport and made it into a one or two player game. With two players, one steers the bike as per any other motor racing game, while the other pushes left and right on the joystick to lean the "passenger" into the bends.

You and your partner can ride in individual races or take part in tournaments, and when you get bored of that, there's always the full-function track editor to mess around with.

UPDATE

There are no plans for 8 bit versions of this one, alas, but an ST version is due out as you read this, also priced at £24.99.

C+VG HIT!

AMIGA £24.99

There are so many 3D road racers around at the moment that I wasn't expecting anything new from Combo Racer. But when I loaded up the game and started playing I was surprised to find that it's a very playable, even compulsive variation on the standard race game. The graphics are good but not super-realistic, but you hardly notice that because the action is so fast. The two player option is really good and demands a lot of interaction between the driver and the passenger, but playing with the computer in the sidecar is good fun too. The sound effects and music are excellent, and the sound of the engine even changes as you drive through a tunnel. As if that wasn't recommendation enough, Combo Racer also features the most comprehensive track editor I've ever seen which lets you build up a library of new courses by fiddling with the built-in tracks, put in hills, tunnels and even change the scenery which scrolls along the horizon!

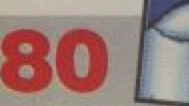
PAUL GLANCEY

GRAPHICS	85%
SOUND	84%
VALUE	83%
PLAYABILITY	88%
OVERALL	88%

▼ "'Ere, why've you stopped?"







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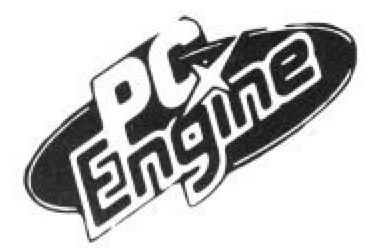
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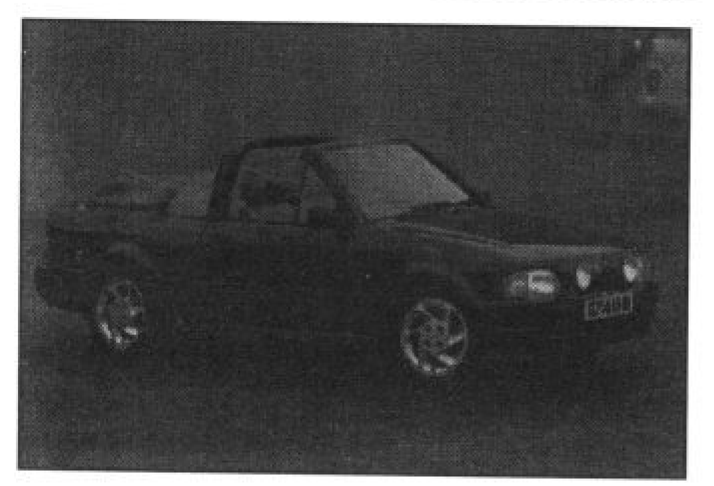
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LIVERPOOL



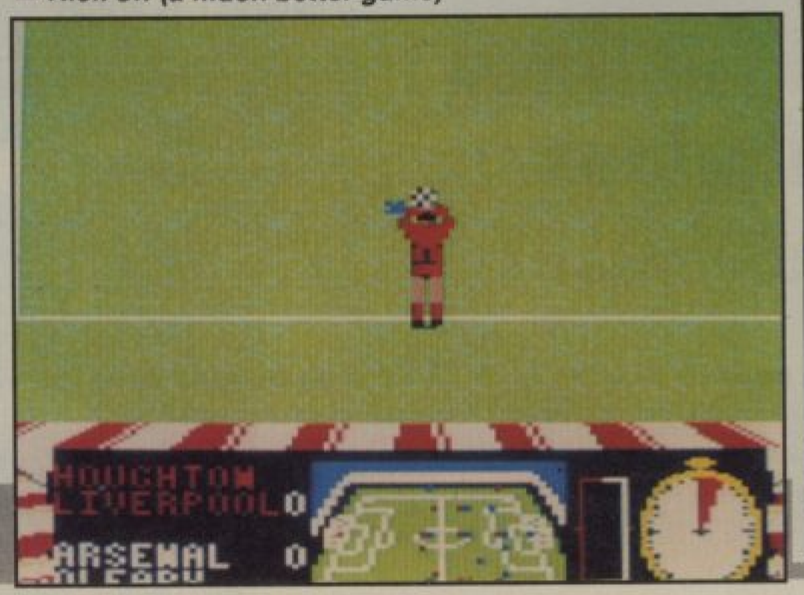
BY GRANDSLAM

The name Liverpool has been synonymous with all that is best about English football for more years than anyone cares to remember. Some of the world's best players are either on the club's books or have been at some stage, and the team have won more Division One championships than any other in the League. So, at a time when the world and his wife are going soccer crazy now that the World Cup is underway, it seems only right that there should be a computer game based on the Anfield crew.

After being greeted by a rendition of the club anthem - You'll Never Walk Alone - the player can choose from a menu screen to start a new season, continue an old one, compete against the computer or a friend and either load or save a current game. Another menu gives the option to view the week's fixtures, the league table and the highest scorers in Division One, as well as the opportunity to pick your side, and play a friendly or a league game. The match itself is displayed in horizontally scrolling 3D, similar to that used in Emlyn Hughes International Soccer, with each half lasting around five minutes. The aim? To score more goals than the opposition, of course, and ultimately, to secure your team's place at the top of the table just like the real Liverpool have done so many times before.



▲ *Kick off (a much better game)*



UPDATE

Liverpool is also to be released on Amiga, ST, C64, Spectrum, PC and MSX. Make sure you read the Update before you consider buying, though.

AMSTRAD
£9.99

Being an avid supporter of the Kop, I've been eagerly anticipating the release of the official computer game. Now it's arrived, all I can say is...deary, deary me, Brian. The boys certainly haven't done good with Liverpool, combining outrageously poor graphics with unbelievably sluggish gameplay, resulting in a product which doesn't deserve to be in a local pub league, never mind the first division. The players are atrociously designed, the pitch is jerky beyond belief and scrolling is mind-numbingly slow. Controls are unresponsive, players get stuck together when face-to-face, and it's possible to score from some very dodgy positions. And if that's not bad enough, there are some extremely annoying "features" such as, when the ball is kicked into touch, all the players run away as if the thing were booby-trapped, then several seconds later, a man who's positioned miles away saunters along to take the throw-in. Never before has there been such a travesty in the computer footballing world as Liverpool - The Computer Game; it's a game of two halves, both of them absolutely dire.

PAUL RAND

GRAPHICS	21%
SOUND	34%
VALUE	8%
PLAYABILITY	11%
OVERALL	**9%**

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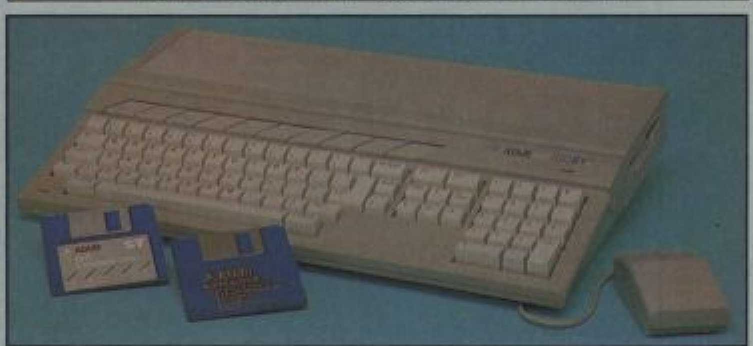


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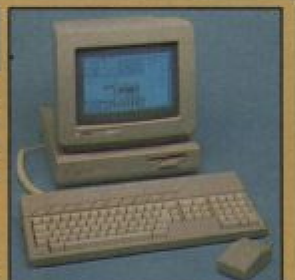
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COMPETITION RESULTS

Well, if it isn't the results to the May issue's competitions, and the US Gold World Cup comp from June. Winners, if you don't have your prizes by July 14th give us a call on 071 251 6222 and we'll sort things out but good.

THE MAY HOTLINES

LINE ONE - WIN A MEGADRIVE

Who's got it! The Megadrive, that is. Well, stand up you lucky winner:
ANDREW BEECHWOOD, BASILDON, ESSEX

LINE TWO - WIN A PC ENGINE

Someone's gonna be mighty chuffed when this little box of tricks falls onto their WELCOME mat - that person is:
PHILIP ANDREW, BERWICK

LINE THREE - WIN A GAMEBOY

It's not very big, but size isn't everything - especially if you're getting a free Gameboy! Someone is, and that someone happens to be:
THOMAS JAMESON, LONDON SE12

LINE FOUR - WIN A LYNX

Another little wonder, which has been expertly picked up by none other than:
TIM PETERSON, DONCASTER

BACK TO THE FUTURE COMP

Mirrorsoft put a copy of the game and the film on offer, oh yes, and a VHS video recorder too. So who's going to be the benefactor? Of course, it's;
PATRICK CASEY, STANSTEAD, ESSEX

WE'RE ALL OFF WITH BOBBY'S ARMY COMP

It doesn't look like it's going to be Bobby's army for much longer, but that's all by the bye. US Gold and C+VG are sending one person (and a pal) to Italy to see the final of the World Cup, and that person is:
MICHAEL LEMETTI, FALKIRK, SCOTLAND.
Congratulations Michael! Don't forget to send us a postcard, you jammy bleeder!

THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

NAME..

ADDRESS ....

....

TEL NO ....

GAME..

SCORE...

GAME..

SCORE...

GAME..

SCORE...



THE CORPS.
PACIFICATION STERILIZATION DISINTEGRATION
843rd UNPSMC
UUURRRCH+
HOLY-- ELWAY!
I'LL FRY THE MOTHER!
AND ELWAY'S BRAIN, IF HE'S STILL ALIVE!
WHAT CHANCE IS THERE OF THAT...SIR?
ONE WORTH TAKING! MacKINTYRE-FLANK LEFT! LAWRENCE, BRUBAKER-FAN RIGHT...
... GIVE IT PLENTY TO THINK ABOUT...
AIN'T YOU FORGETTIN'..? YOU'LL BLOW AWAY WHAT'S LEFT OF ELWAY WITH THAT GRENADE LAUNCHER...
NOT IF I GET IN CLOSE...











PHASE TWO BEGINS
NOW. YOUR TARGET-
GAME GUIDANCE COMP
HINT: WEST IS QUICKE
BUT TOUGHEST!.....





SCRIPT: RIMMER ART: NOLAN ©'90 PMd

TO BE CONTINUED..!



G-LO

Sega's new biggie is basically an enhancement of their classic hydraulic coin-op, Afterburner. Like its predecessor, G-LOC sits you in the cockpit of a combat fighter, and lets you loose on a solo suicide mission against an entire enemy airforce.

Dodge and weave your way through the skies blasting enemy planes, avoid their missiles and then fly back home in time for tea. Couldn't be easier. Or could it? Well, those unfam-



OC

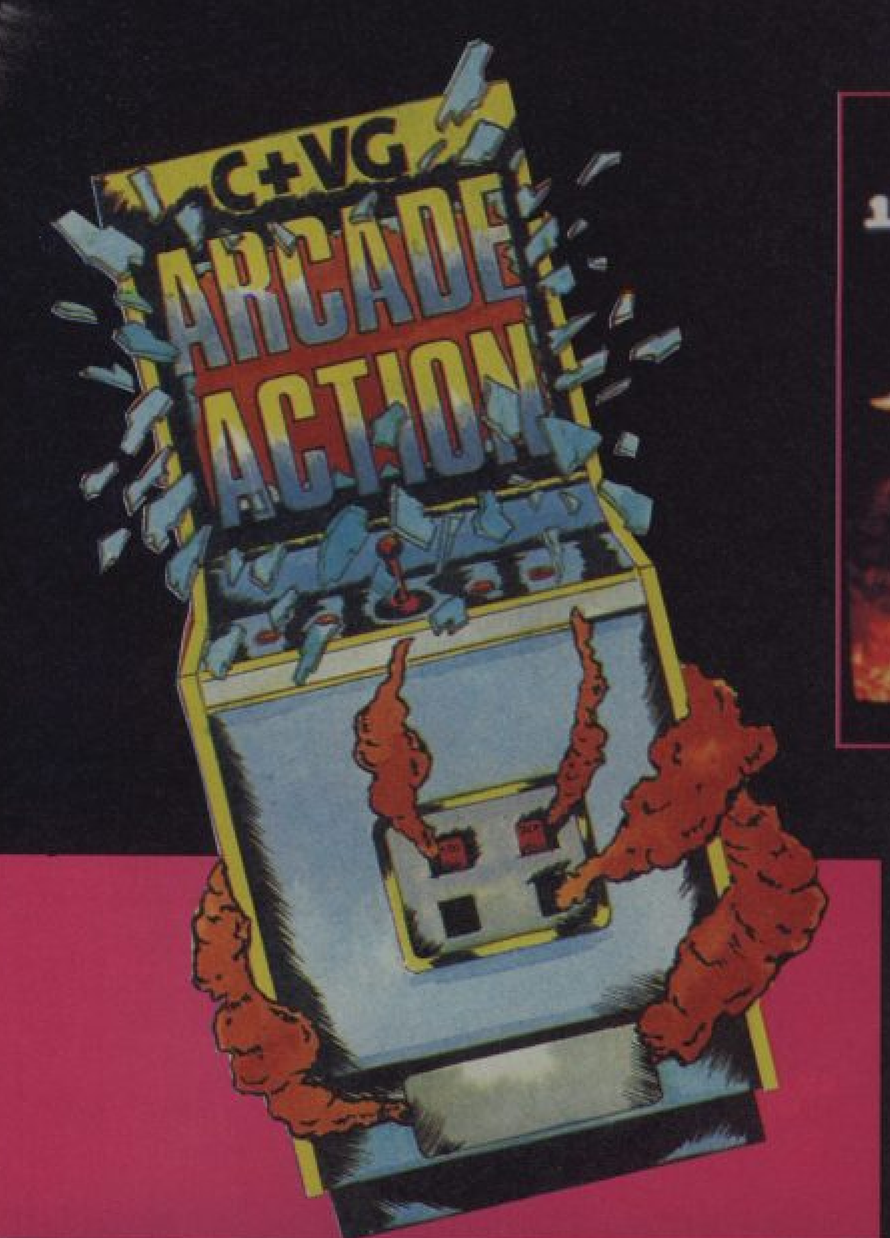


iliar with Afterburner will find themselves being blown out of the air pretty often before they get used to the sheer speed of the action. Veterans of the aforementioned coin-gobbler, though, will soon get into the swing of things and find themselves very much at home with the responsive controls and improved targetting system.

G-Loc doesn't offer anything new, but if it's high speed action you're after, clock up some credits on it soon.

JULIAN RIGNALL

GRAPHICS	90%
SOUND	93%
VALUE	82%
PLAYABILITY	86%
OVERALL	**86%**





SAGAIA

Looking suspiciously similar to the old three-screen blaster, Darius is Sagaia, a two-screen shoot 'em up.

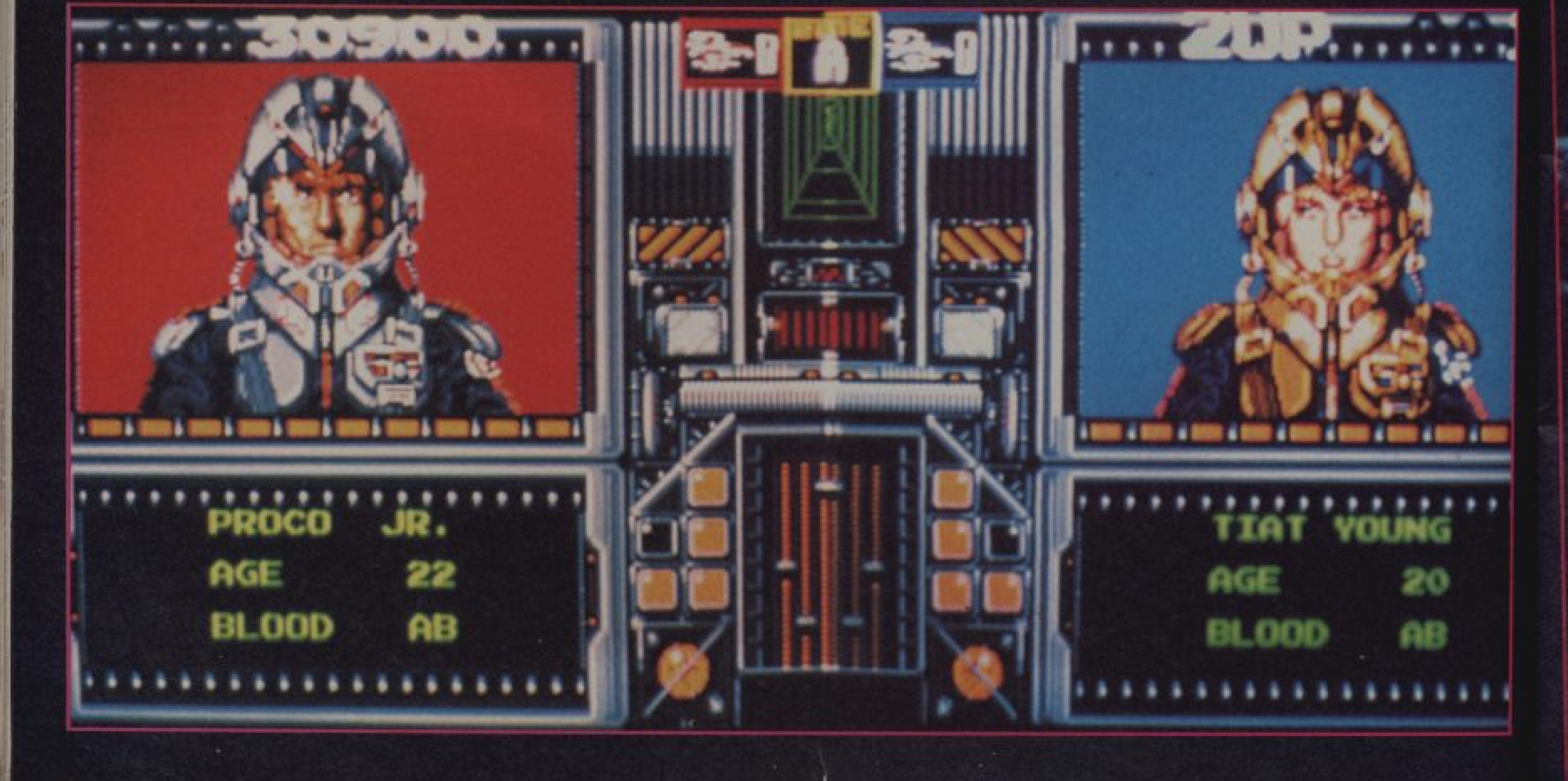
The scenario is the same as just about every other game of this type - one or two players zoom over the impressively drawn horizontally scrolling landscape, picking up extra weapons and destroying everything that gets in their way, including the guardians that lurk at the end of every level. Original, eh?

This might be fun if there were some new twists in the gameplay, but there are none. It's all been seen and done before - and better.

JULIAN RIGNALL



GRAPHICS	84%
SOUND	82%
VALUE	68%
PLAYABILITY	73%
OVERALL	71%





What's wrong with arcade manufacturers these days? They seem to have completely run out of ideas, with very few original games rolling off the production lines. Lightning Fighters (and most other games reviewed recently) is a case in point.

Take control of your death-dealin' flying machine and cut a swathe up the vertically scrolling screen with a variety of mega weapons. Fun? Yeah, it is for a couple of goes - but because the game features nothing new, it gets tedious pretty quickly.

Blasting fanatics might squeeze a bit of entertain-

LIGHTNING FIGHTERS





ment out of this, but really you might as well play Flying Shark, Twin Heli, Gemini Wing, Sonic Boom, 1941, 1942, 1943, Scramble Spirits...

JULIAN RIGNALL



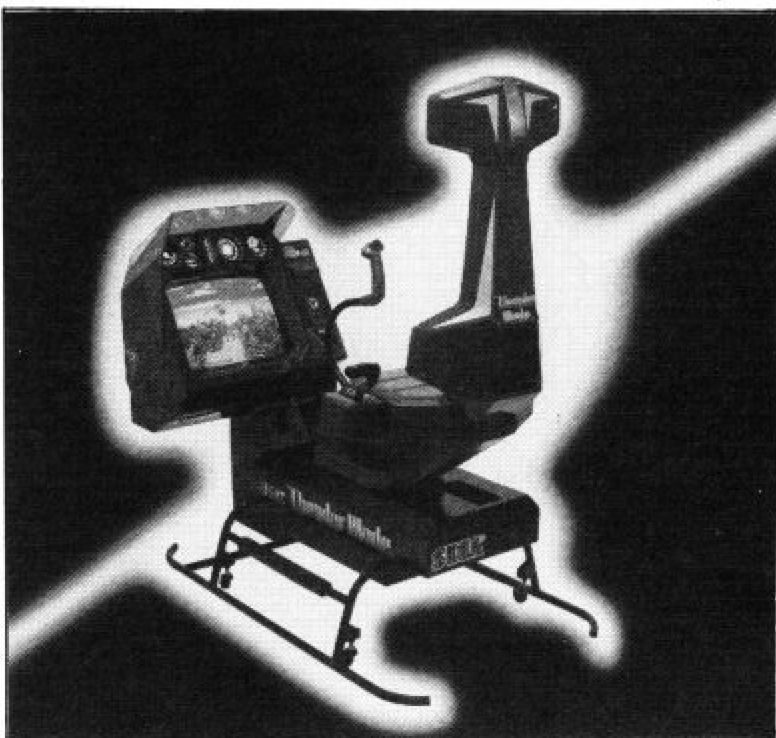
GRAPHICS	81%
SOUND	79%
VALUE	71%
PLAYABILITY	74%
OVERALL	75%



ARCADE HIGHSCORES

Welcome to the Official UK Arcade Highscore Table, where arcade heroes get to display their record scores. If you're a top scorer, why not send in your achievements and get them up in lights - and earn yourself instant fame and fortune into the bargain! The address is C+VG ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

AFTERBURNER
30,211,000 David McCartney, Falkirk, Scotland
ARCH RIVALS
98-42 D Navin (NAV), Morecambe, Lancs
ASSAULT
335,550 Martin Deem, Portsmouth
ATOMIC ROBOKID
14,101,430 Symon Brown, London
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex
CABAL
5,600,760 P Kollas, Greece
CAL 50
475,000 Alex Ware, Sheffield
CHASE HQ
23,876,400 Ian Cairns (IGC), Bugbrooke, Northants
CRACKDOWN
570,880 Firoz Rawat, Manchester
CRIMEFIGHTERS
225 Jermaine Allen, London
CYBERBALL
72-0 Nick McKay (NIK) Broomhill Glasgow
DEMON WORLD
1,501,500 Martin Deem, Portsmou
DOUBLE DRAGON II
999,999 Carl Wakefield (CAW), Nr Morecambe, Lancs
DRAGON BREED
1,117,900 Chris Eldred (ELF), Gratham, Lincs
DRAGON SPIRIT
994,375 Jamie Morse (JIM), Weston-Super-Mare
DYNAMITE DUKE
1,897,700 David McCartney, Falkirk, Scotland
DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon
FINAL BLOW
1,364,220 Peter Amor, Clevedon, Avon
FINAL ROUND
11,945,600 Tim Walker, Brighton
FORGOTTEN WORLDS
7,819,710 David McCartney, Falkirk, Scotland
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,253,070 Tony Schrati, Reading, Berks
GANG WARS
150,500 Haq Nawaz, Birmingham
GEMINI WINGS
1,108,640 Martin Deem, Portsmouth
GHOULS 'N' GHOSTS
348,200 Carl Wakefield (CAW), Nr Morecambe, Lancs
GOLDEN AXE
295.0 Ian George Cairns (IGC), Bugbrooke, Northants
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
270,540 Alex Ware (AKW), Shenfield
KING OF BOXER
487,000 Michael Pearson (MP), Staiths, Cleveland
KLAX
890,600 Julian Rignall (JAZ), C+VG
LEGEND OF HERO TONMA
209,890 Chris Ford, Lancing
LINE OF FIRE
1,900,200 Ian Cairns (IGC), Bugbrooke, Northants
MAIN EVENT
6,895,800 Carl Wakefield (CAW), Nr Morecambe, Lancs
MIDNIGHT RESISTANCE
1,569,100 J P Hicks, Cleethorpes, S Humberside
NARC
5,990,100 Thomas Matthews (TMC), Eastbourne, E Sussex
NEW ZEALAND STORY
4,243,400 Carl Wakefield (CAW), Nr Morecambe, Lancs
NINJA WARRIORS
238,100 TOD, Ballymena, Antrim
OPERATION THUNDERBOLT
1,700,850 Ian Cairns (IGC), Bugbrooke, Northants
OPERATION WOLF
5,340,120 P Kollas, Greece
ORDYNE
471,840 Alex Ware, Shenfield
OUTRUN
56,024,110 Peter Amor, Clevedon, Avon
OUTRUN TURBO
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex
PANG
2,757,270 Carl Wakefield, Morecambe, Lancs
P-47
3,700,080 Paul Bristow, Erith, Kent
POW
243,880 Anthony Wilson (ACE), Scunthorpe, S Humberside
POWER DRIFT
5,798,625 Morris Wilson (BMW), London
PREHISTORIC ISLE
2,700,598 Paul Bristow, Erith, Kent
RASTAN SAGA
1,081,000 Colin McWhirter, Ballymena, N Ireland
RASTAN II
894,950 Jamie Morse (JIM), Weston-Super-Mare
RAINBOW ISLANDS
7,700,000 Keith Hallett (KAT), Enniskillen, N Ireland
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
6,438,300 Ian Cairns (IGC), Bugbrooke, Northants
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield, Beds
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SCI
4,459,620 Simon Hill (IBA), Warrington, Cheshire
SDI
6,769,280 Graham Shaw (WIL), Loughton, Essex
SECRET AGENT
675,300 Adam Davidson, Manchester
SHADOW WARRIORS
203,900 Gary Harrod, Poole, Dorset
SHINOBI
665,980 Andrew Rose (ROZ), Wakefield, W Yorks
SIDE ARMS
1,846,800 Graham Shaw, Loughton, Essex
SILKWORM
9,836,600 Jason Oodit, Ashbourne, Derbyshire
SKY ADVENTURES
8,111 Panayotis Kollas, Greece
SKY SOLDIERS
2,379,760 Gary Harrod (GJH), Portsmouth
SPLATTERHOUSE
424,500 Daniel Ellis (DAN), Bath, Avon
STRIDER
392,220 Anthony Wilson (ACE), Scunthorpe, S Humberside



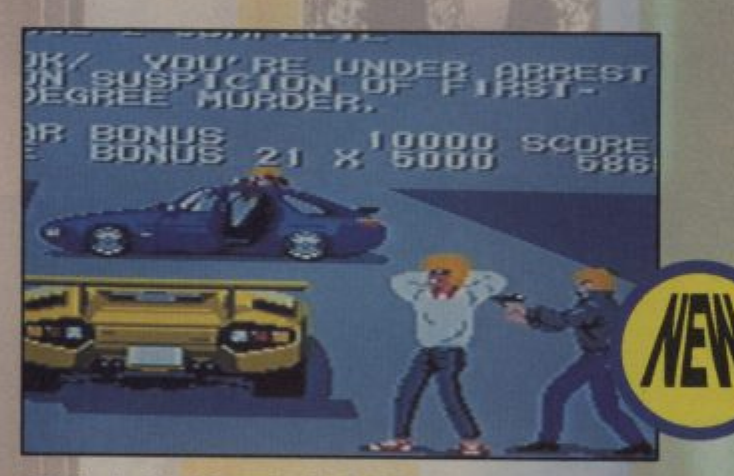
STUN RUNNER
1,019,100 Julian Rignall, C+VG
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 29,040,720 Ian Cairns (IGC), Bugbrooke, Northants
SUPER MONACO GP
4372 Christer Bjorkman, Finland
SUPERMAN
5,261,700 Graham Shaw (WIL), Loughton, Essex
TEENAGE MUTANT NINJA TURTLES
7,858 Ian Cairns (IGC), Bugbrooke, Northants
TERRA FORCE
999,900 Panayotis Kollas, Greece
TETRIS
186,320 Jeff Purnell (JEF), Clevedon, Avon
TIGER ROAD
1,740,000 Firoz Rawat, Manchester
THUNDERCROSS
30,433,020 Scott Redshaw (RED), Sheffield, Yorks
TOOBIN'
18,798,164 Alex Ware, Sheffield
TRUXTON
2,005,280 Mitch J Slater (SUN), Croydon
TWIN COBRA
5,440,247 P Kollas, Greece
UN SQUADRON
1,333,810 Gary Harrod, Poole
VINDICATORS
1,467,400 Hwo Li Lam (DRY), Leicester
VIOLENCE FIGHT
12,062,160 Neil Rendall, Wallsend, Tyne & Wear
VULCAN VENTURE
945,650 Colin McWhiter, Ballymena, N Ireland
WARDNER
17,835,450 Richard Payne, Olbury
WONDERBOY III
748,520 Panayotis Kollas, Greece
WORLD CUP SOCCER
VS BRAZIL: 3-1 Ryan Humphries, Durkar, Wakefield
VS ITALY: 2-1 Ryan Humphries, Durkar, Wakefield
VS ARGENTINA: 2-0 Ryan Humphries, Durkar, Wakefield
VS FRANCE: 1-2 Ryan Humphries, Durkar, Wakefield
WILLOW
1,430,600 Gary Harrod, Poole
WINNING RUN
2:08:00" Julian Rignall, Southend
X-MULTIPLY
94,085 Alex Ware (AJW), Shenfield

SEGA®



OPERATION WOLF





CHASE HQ



WORLD GAMES



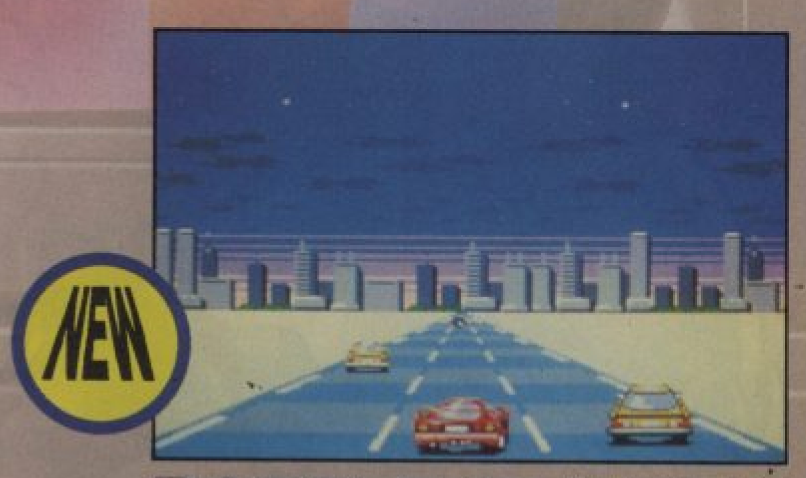
WORLD SOCCER



RC GRAND PRIX

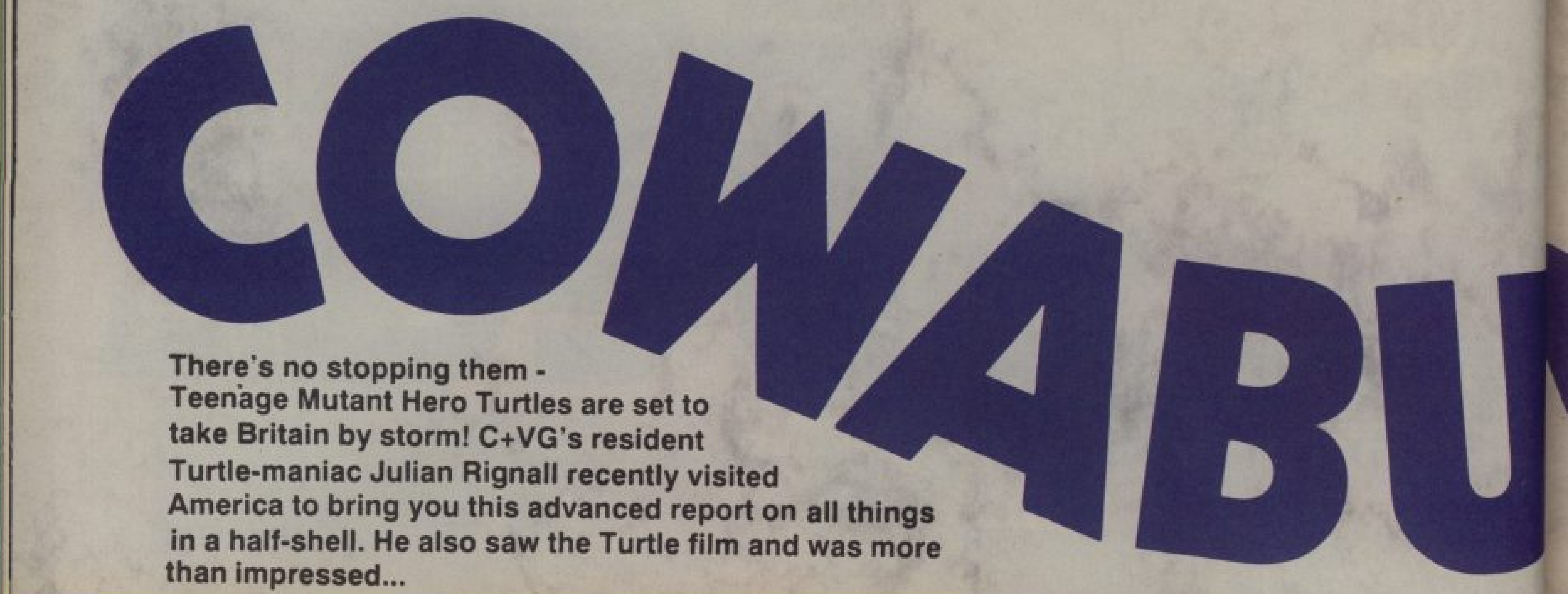


ASSAULT CITY



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There's no stopping them - Teenage Mutant Hero Turtles are set to take Britain by storm! C+VG's resident Turtle-maniac Julian Rignall recently visited America to bring you this advanced report on all things in a half-shell. He also saw the Turtle film and was more than impressed...

When Peter Laird and Kevin Eastman first doodled a Ninja Turtle on a Macdonalds napkin several years ago, little did they know that a phenomenon had just been born. They developed the drawing into a full-blown cartoon strip and, using a loan from an uncle and an unexpected tax rebate, they launched their own comic. Now, the Teenage Mutant Hero Turtles (or Ninja Turtles as they're known in America - the weedy old BBC replaced the hard-sounding "Ninja" with "Hero") are some of the most well-known cartoon characters in the world.

READ THE COMICS

In the US there are two types of Turtles comics - one is based on the TV cartoon series, while the other is a more adult strip based on the original Eastman and Laird concept. A new series of books and comics based on the film have also recently appeared, but unlike the former two they are presently unavailable in the UK.



WATCH THE TV

What about Turtles TV? Well, a new series of the popular cartoon show is currently being screened on American networks (watch for it soon on BBC). The first series is now available on a collection of four videos (buy a burger at any Burger King in the US and you can buy them for a mere £1.75 each! Coo!!).

COLLECT THE TOYS

The sheer amount of Turtles merchandising in the USA is incredible. For starters there's a brilliant range of large (highly detailed 18 inch) and small (4inch) Turtles figures, featuring all the favourite heroes and villains - and that means all four Turtles, as well as Splinter, April, Casey (he's in the film), Yusagi Yojimbo, Shredder, Bebop, Rocksteady, Big Mouser, Foot Soldiers and Mecaturtle to name but a few. There's also a range of cuddly toys, mini figures, metal collectibles, badges, posters, furniture, bed-spreads, wallpaper...



NGA!

EAT THE FOOD

Pour some Turtles breakfast cereal into your Turtles bowl, open a packet of Turtles cookies, drink from your Turtles mug, and tuck into the Turtles sweets and bubble gum. All eaten off your Turtles tray. Personally I prefer pizza - but hold the anchovies!

PLAY THE GAME

As you've already seen in the mag, American software house Ultra Games has produced a TMNT game on Nintendo, Amiga, C64 and PC. At present only the Nintendo version is widely available - the others can only be bought through specialist software shops (check the black and white ads in C+VG for more details. And always phone first to make sure the dealer has the game in stock). As yet, no British software house has the rights to produce a European version of the game - maybe we'll just have to make do with the American game?

Most coin-op fans will surely have played the excellent TMNT machine that appeared in arcades recently. It's a great game and surprisingly the computer rights are still up for grabs. But as soon as someone signs it up we'll be the first to tell you.





SEE THE FILM

The Teenage Mutant Ninja Turtles film (that will also be the British title by the way!) is currently smashing box office records in the USA, and it's easy to see why. Using awesome state-of-the-art costumes and masks, and very special special effects, the antics of the green-bonced quartet and their master, Splinter, are portrayed in radical, fights a-plenty, ninja-kicking mega live action! Hey Dude! This is no cartoon!

The story opens with the crime rate soaring in New York. Could this be the fault of the evil Shredder and his large ninja army, the Foot clan? Could be! And the only "people" who can save the day are the four heroes in a half-shell. Roll up Raphael, Donatello, Michelangelo and Leonardo and their Master, Splinter to do some serious Foot stompin'!

To tell you any more of the story would ruin the film - so make sure you get to see it when it's released over here at Christmas. The Turtles are going to be humungous!

WEAR THE CLOTHES

Clothes! Yes indeed! You can buy Turtles T-shirts, sweat shirts, track suits, jumpers, trousers, baseball caps and socks! And a Turtles bag to put them in. And if you're feeling hungry...

And, there's one other avenue of Turtle game licensing yet to be explored...

MEAN MACHINES

TEENA
HERO

BY ULTRA

Shock! Horror! Ace reporter April O'Neill has been kidnapped by the dreaded Foot Clan in an attempt to lure the Turtles out of their sewer hideaway and deal death and destruction to the "heroes in a half-shell". Under the guidance of their master, Splinter, the four amphibian pals - Michelangelo, Donatello, Raphael and Leonardo, take up the challenge, desperate to retrieve their friend and link to the outside world from the clutches of the evil Shredder and his mutant cronies.

The turtles must battle their way through the city, both above ground and through the sewer system,

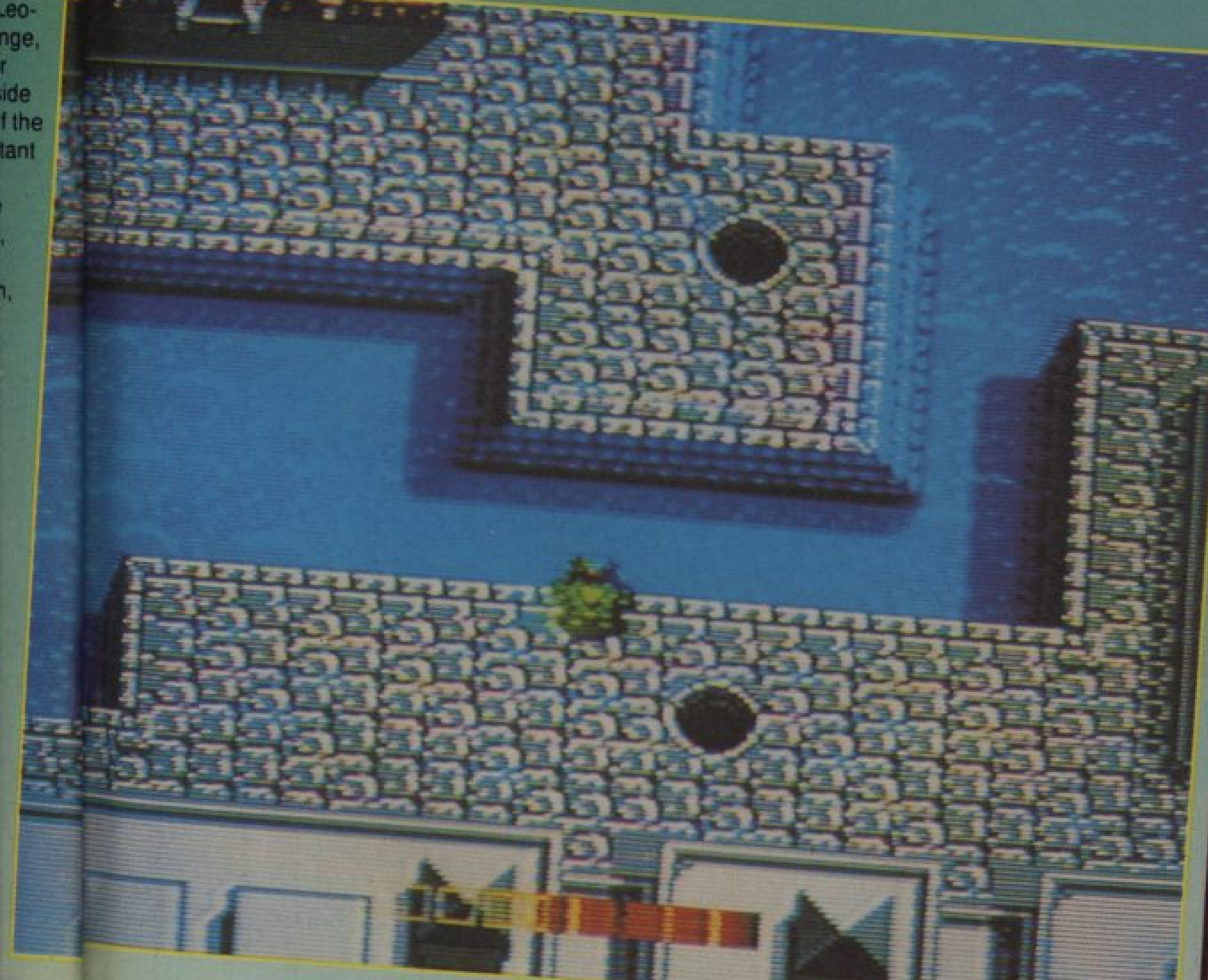


GE MUTANT
TURTLES

C+VG HIT!

Leo-
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one at a time - pressing the select button allows the player to select a new turtle to control. While the city streets are shown from above, going into the sewers or a building changes the view to a horizontally scrolling one. Scattered throughout these sections, as well as Shredder's hordes, are extra weaponry and, of course, pizza slices to keep the turtles' energy bars topped up. If a turtle's energy is completely depleted, he is captured and it's up to the remaining heroes to carry on the fight.

NINTENDO
£29.95

The Teenage Mutant Hero Turtles have certainly cowabunga'd their way into this issue with a vengeance, what with the computer game and the Nintendo cart. Although the two are essentially the same, the console version works much better than the others, simply due to the fact that it was designed as a console game. The graphics are great, a bit on the blocky side at times but with lots of colour and some nice additions such as the opening title sequence which shows the turtles being transformed into their mutant alter-ego's. The game itself is very, very tough - we've been playing for quite a while now and still haven't scratched the surface. However, this high level of difficulty isn't at all frustrating, in fact it only adds to the overall brilliance of the product. Teenage Mutant Hero Turtles really is a super cartridge, and what's more, it's now being given away free with the console itself! Extremely good value, both for those who buy it and those who get it for nowt!

PAUL RAND

GRAPHICS	89%
SOUND	87%
VALUE	90%
PLAYABILITY	88%
OVERALL	89%

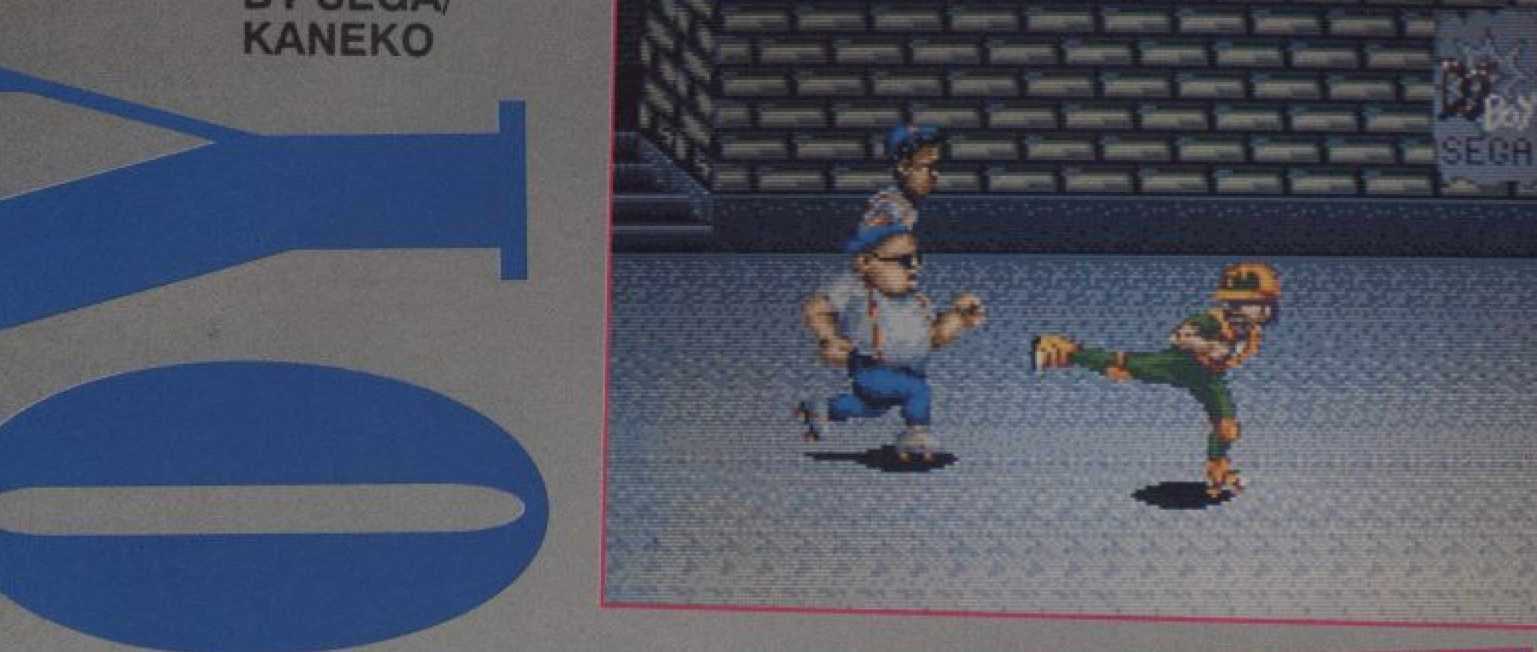
DJ BOY

BY SEGA/ KANEKO

Life as a DJ isn't all playing the latest hit records and talking a load of mindless garbage for a few hours a day, you know. Sometimes your girlie gets kidnapped by gangs of hoodlums from other radio stations.

Such is the case now, and if you don't get her back before your prime time slot on Radio KCHEEZ, you'll be in deep... er... cow dung. So you'd better get your Supa Skates on and roll off to her rescue.

The mission of mercy is split into a series of horizontally scrolling levels packed with baddies. You have a variety of punches at your disposal with which to bash them. Just make sure you get them before they get you. At the end of each level is a big guardian - defeat them all and you get your girl back. Fail, and you'll end up winding the gramophones for Radio Two...





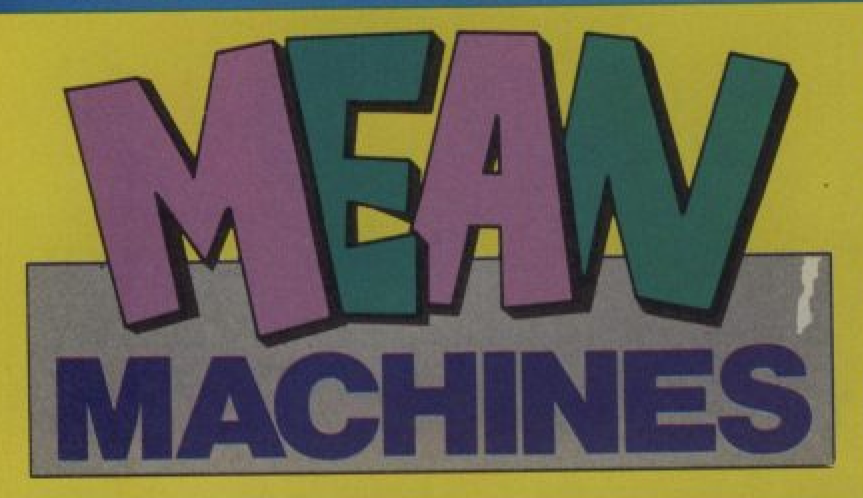


MEGADRIVE
£44.99

DJ Boy (or DJ Kid as it's known in British arcades - why Sega changed the name for this Megadrive release is a complete mystery) has been eagerly awaited in this office for some weeks. And now we've got it, I can say with hand on heart that the wait has been most definitely worth it. The main character is a nimble little chap who's certainly very flighty on his eight-wheeled transport. Which is just as well because if he wasn't he'd be immediately flattened by the hordes of bully-boys, army yobbos and other adversaries which stand between him and his woman. It's a fairly difficult game, not that much easier than the coin op in fact. Starting with only four energy units (which can be increased at the end-level shops if you collect enough cash along the way) and no continues - it's a pretty hard slog to get to the very end. With its ever-alert baddies, weird end of level guardians (which include a multi-petticoated Carribean lady and a couple of exploding clowns!) and on-road hazards such as oil slicks, gaps in the path and traffic cones, DJ Boy is not a game you'll tire of easily.

PAUL RAND

GRAPHICS	91%
SOUND	87%
VALUE	92%
PLAYABILITY	93%
OVERALL	90%



FORMATION SOCCER

BY HUMAN

While basketball, baseball, volleyball and tennis have all long since been converted to the PC Engine, football fans have been sadly neglected. Until now...

In Formation Soccer, up to four people can (using a joypad tap) play friendly matches or World Cup tournaments. Choose a country, then select your team formation and automatic or manual goalkeeper (the autokeeper follows the ball, but you have to hit the button to make him jump for it).

Whatever your team, the players are always an energetic bunch, legging it up and down the scrolling pitch, chesting and trapping the ball, slide tackling, scissors-kicking and heading in spectacular Maradonna style. The player nearest the ball is usually under joypad control, but you can select a new one by pressing the RUN button. The two fire buttons control kick strength (pass or boot-up-the-field), as well as strength of throw-ins.

No aspect of the game has been ignored and as well as throw-ins, Formation Soccer can cope with free kicks, penalties, corners and goal kicks.

Mucho gracias, Spectresoft of Covent Garden for the loan of the Formation Soccer cartridge.





C+VG HIT!

PC ENGINE
£39.99

I remember the day Bill Shankley said to me, "Son, a console football simulation is a game of two halves, and at the end of the day it's the programmer who gives 110% that does brilliant." How right you were, Bill, and if you were alive today I'm sure you'd agree with me when I say that Formation Soccer is the best console soccer game anywhere. The combination of fast gameplay and very realistic graphics (it may be coincidence, but the England goalkeeper even looks a bit like Peter Shilton) are instantly attractive, and the flexibility of the control method makes it very easy to set up moves and passing plays. Beginners might be put off by the daunting abilities of the computer team (which is always Japan, not surprisingly), making them a difficult bunch to beat. If you have the facilities to play against someone else, though, the action is nothing short of terrific - really fast, action-packed, end-to-end stuff which you may find is even more addictive than watching the real thing during World Cup season!

PAUL GLANCEY

GRAPHICS	93%
SOUND	80%
VALUE	89%
PLAYABILITY	90%
OVERALL	91%







GOLFAMANIA

BY SEGA

Time for tee? No there isn't, so putt that (Ryder) cup down and join the club - the Golfamania club, that is. It's an arcade-style golfing sim, not unlike the World Masters coin-op.

Using a second-person perspective 3D view as well as from a birds-eye view after the shot has been taken, your objective is to send that little white ball around the course, taking as few shots as possible to put it in each hole.

You have a full range of clubs available, from the long-range woods to the more precise irons, and you're going to need the lot, as well as more than a smattering of skill, if you're to avoid the various hazards such as lakes, trees and bunkers. At the end of the game your score is shown, determined by the amount of shots you took to finish the entire course.



SEGA
£29.99

There has only been one other golfing game on the Sega, and while it was quite playable, it's not a patch on Golfamania. Everything about this is classy - high-quality graphics (both 3D and overhead views), atmospheric sound effects and lively tunes, an effective control system and, most importantly, challenging and addictive gameplay. There are a wide range of options, from choosing the golfer you wish to control (although they're not really supposed to be the real players, some of them do look a lot like the likes of Greg Norman and Sevvy Balleswotsisname) to selecting the type of tournament in which to compete, either a simple practice knockabout or a full-blown eighteen holer. Sports games seem to work very well on the Master System, and Golfamania is certainly no exception. A good looking, no-hassle arcade simulation which should go down well with the checky-trousers wearers among you.

PAUL RAND

GRAPHICS	90%
SOUND	74%
VALUE	83%
PLAYABILITY	91%
OVERALL	89%





MEAN MACHINES

FINAL BLOW

BY TAITO

Ever wanted to know what it's like to be repeatedly smacked in the gob by a bloke built like a proverbial brick lavatory? Now's your chance to find out in Final Fight, a conversion of Taito's boxing coin-op.

Of course, if you're any good at the game, you'll be giving as good as you get in this toe-to-toe slugging contest of violence. Three minutes is all you get against an opponent - three minutes in which to knock him down three times to win outright, or to outscore him by the time the bell rings by landing more hits than he.



There are four different opponents to go against; beat them all and you play them again, only this time they're even tougher. Beat them all again and you become the World Boxing Champ and everyone will think you're brill.

MEGADRIVE £31.90

Using very large, nicely drawn and animated screen-high sprites, Final Blow is an impressive-looking boxing game. At first the speed of the action is off-putting, with the opponent letting rip with a flurry of blows which quickly floor your boxer. However, it's surprisingly easy to get into action, and become very proficient at landing a variety of deadly jabs, blows and uppercuts on your opponent's head and body. In fact, it's this ease of mastering the game that is Final Blow's downfall. The first four boxers can be beaten within a sitting, and it doesn't take long to knock them all out second time round, making lasting appeal limited. Fans of the arcade game will certainly enjoy this conversion, but if you're a competent games player, you might find that you don't really get your money's worth out of this one.

JULIAN RIGNALL

GRAPHICS	86%
SOUND	79%
VALUE	72%
PLAYABILITY	82%
OVERALL	78%

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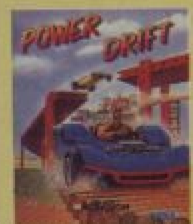
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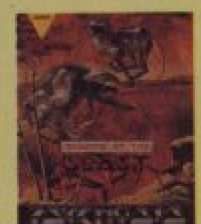
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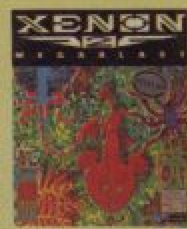
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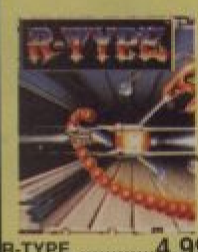
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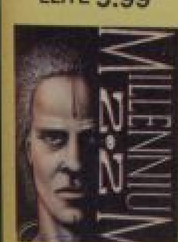
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BATTLE COMMAND

OCEAN

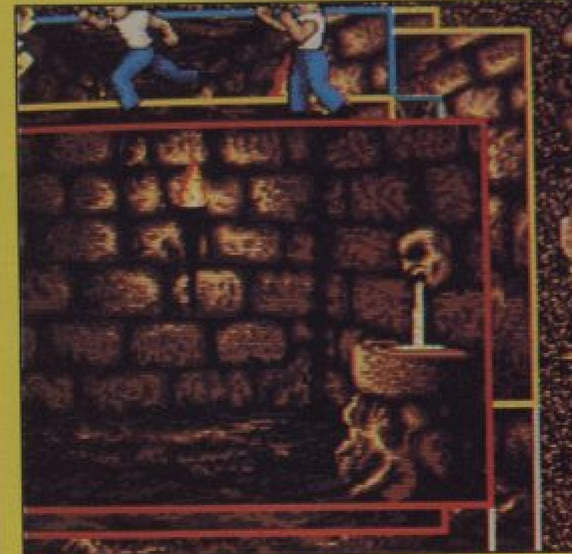
If you were one of the many fans of Rainbird's Carrier Command, you'd best start fattening the piggy bank now 'cos the sequel is soon to be sliding down the launch ramp. Like the original, Battle Command is being programmed by 3D-masters, Realtime. Unlike the original, it's going to be released by Ocean. The other difference is that you control a kind of megatank with a choice of several dozen jeep-trashing, tank-busting, missile-site destroying missions to carry out. Kit yourself out with all sorts of lasers, missiles, mortars and decoy devices then put your vehicle and gear and kick some armoured ass. Sounds great, looks good, reviews soon.

RELEASE: ST & AMIGA, JULY
PRICE: TBA (PROBABLY £19.99 ST, £24.99 AMIGA)











NIGHTBREED

OCEAN

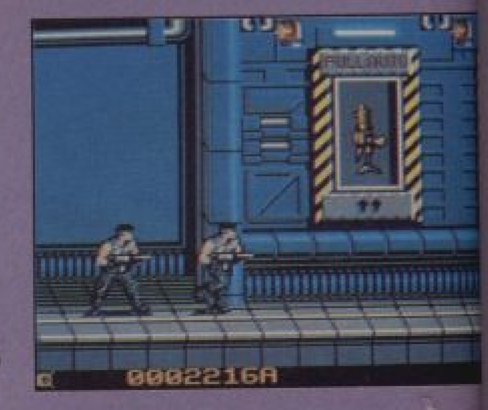
Here are some dead early pix of Ocean's game of the upcoming Clive Barker horror flick. The movie is actually based on Barker's novel, Cabal, which centres on the adventures of a fellah who becomes a member of the Nightbreed, a bunch of misunderstood undead people who take on all sorts of weird and nasty forms. The game is best described as an adventure with ten arcade sequences, which follow the hero's progress as he attempts to defend the innocents of the Breed, dodge its nastier elements and hunt down a homicidal doctor.

RELEASE: AMIGA ST, AUTUMN
PRICES: TBA

MIDNIGHT RESISTANCE

OCEAN

Anyone who's been in an arcade recently won't need much of an introduction to this game, but just in case there's someone out there who hasn't played it, here's the spiel. You and a mercenary chum have to leg it through an alien complex blasting seven shades of shoe polish out of the multitude of oncoming troops and combat vehicles. There are stacks of extra weapons to collect, and the whole thing is a riot of blasting laffs. The pix are from an ST demo which shows a great deal of promise. Full reviews coming soon.



ST AMIGA, START OF JULY, 8 BIT VERSIONS END OF JULY
AMIGA £24.99, ST £19.99, 8 BITS £9.99

THE SPY WHO LOVED ME

DOMARK

Those Domark boys are certainly milking their "scoop" license for all it's worth! The latest in the 007 series sees the player stepping into the swanky suits and even swankier Lotus Esprit Turbo of the indestructible Bond who, with the assistance of the stunning KGB agent Anya Amasova, must pit his wits against the devilish Karl Stromberg, who has hijacked a couple of nuclear subs with which he intends to hold the world to ransom. What this spells, game-wise, is a Spy Hunter-esque romp with more than a smidgen of extras, such as the ability to transform the Esprit into a



FLOOD

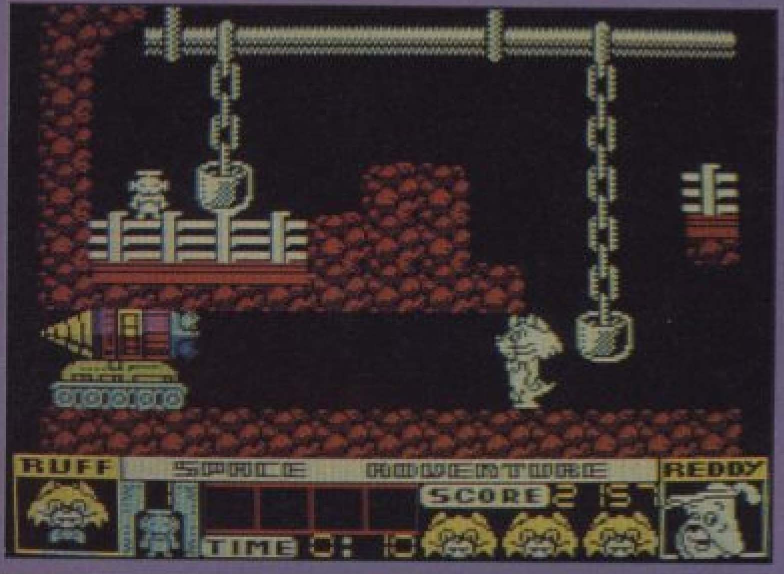
ELECTRONIC ARTS

Nothing to do with the fabulous They Might Be Giants album of the same name, alas, but this game from Bullfrog (programmers of Fusion, Populous and Dragon's Breath) looks equally wacky and fun. You play an endearing little green blob by the name of Quiffy who has to evacuate his underground home when it starts to flood. There are 36 levels of decidedly odd-looking caves packed with equally odd-looking monsters all after Quiffy's blood, but before he can escape from each level he has to find several unlikely treasures. Gurglesome larks aplenty, that's for um sure.

RELEASE: ST AMIGA, END OF JULY
PRICES: TBA









RUFF AND REDDY

HI-TEC

Anyone who is stupid enough to be out of bed at around seven o'clock on a weekday morning will probably have caught a hazy glimpse of the Ruff And Reddy cartoon show on TV-AM. If you haven't (and we don't blame you) it stars a happy-go-lucky cat called Ruff and a sickeningly sweet dog called, you guessed it, Reddy, who get up to all sorts of wacky adventures. In the game the cutesy pair crash-land their rocket on a planet inhabited by Lili-Punies - a race of small, blue aliens - who kidnap Reddy and order Ruff to search for and rescue twenty Lili-Punies who, while exploring a neighbouring planet, have become either lost or captured. What ensues is quite a jolly looking arcade adventure, in which Ruff must negotiate the four areas of the planet to rescue those pesky Lili-Punies. Sounds very nice, doesn't it?

RELEASE: ST AMIGA SPECTRUM C64 AMSTRAD ATARI, MID-JULY
PRICE: ST AMIGA £4.99, SPECTRUM C64 AMSTRAD ATARI £2.99

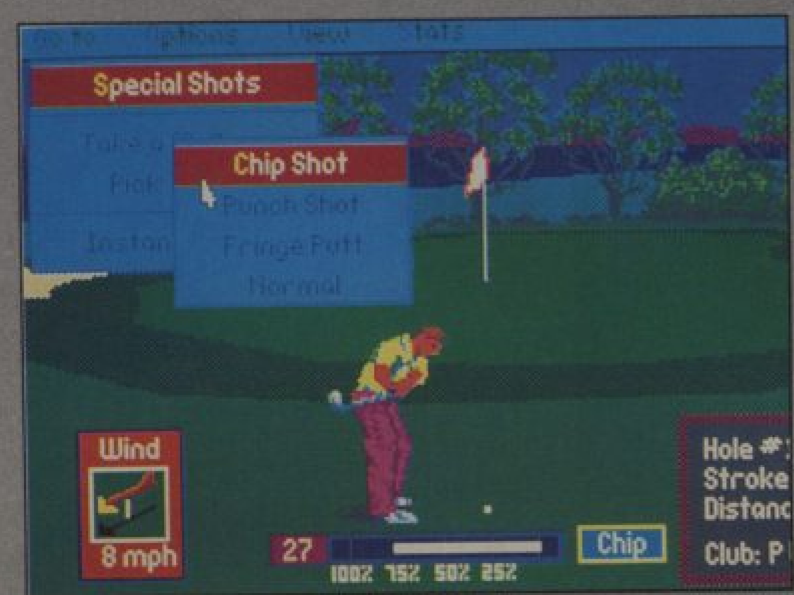


boat or amphibious craft, docking with Q's truck-workshop to purchase weapons and equipment and, in later levels, to get out of the car and perform some of the spectacular stunts which Roger Moore ('s stunt-double) carried off so well in the film.

RELEASE: ST AMIGA PC SPECTRUM C64 AMSTRAD, SEPTEMBER
PRICE: TBA



PGA TOUR GOLF
ELECTRONIC ARTS

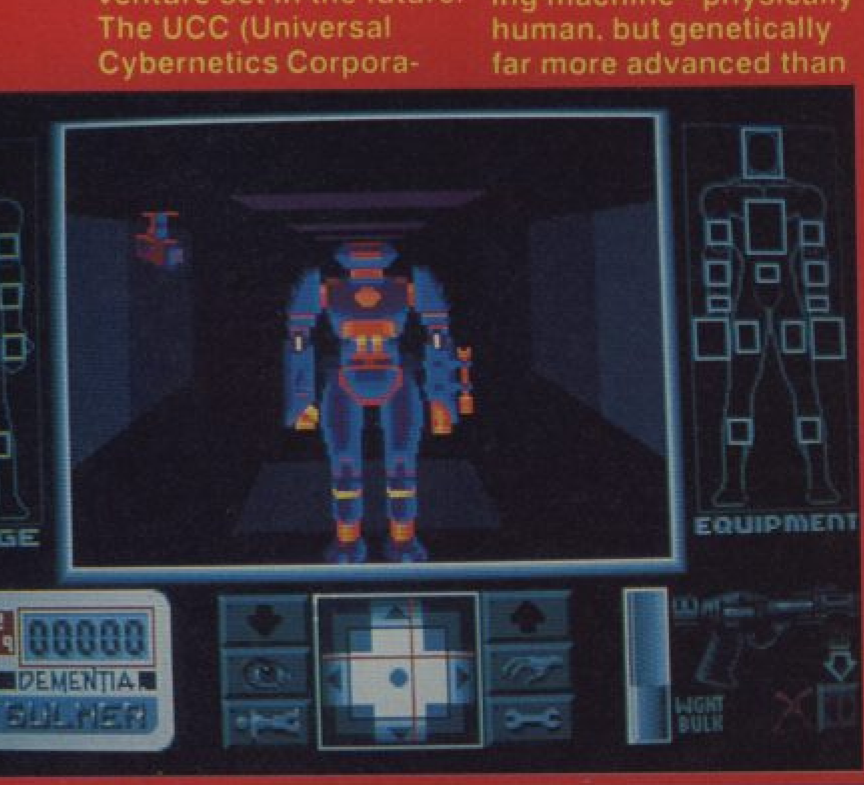


It's the mothers I feel sorry for, during this summer of nothing but sport. What with THAT soccer tournament on the telly, and a whole range of sports sims on computer, they're going to go mad! The latest is a tie-in with the US PGA Tour, in which you take on the role of one of 60 golfing greats like Fuzzy Zoeller and Paul Azinger (well-known chaps, those two!) and tee-off on any of four courses; Sterling Shores, Avenel, Sawgrass and West Stadium. Graphically, it looks like a winner, with effective 3D and a TV style "fly-by" view to give the competitor a glance at what he's up against. If the gameplay - which promises to include all the decisions which a real pro must make, such as choosing clubs, checking the ball lie, and selecting correct shots - matches the high standard of presentation, Electronic Arts could be sitting on something a bit good.

RELEASE: PC, JUNE
PRICE: £24.99

CORPORATION
CORE

The first of two products announced by Core's newly-formed software label is a 3D arcade adventure set in the future. The UCC (Universal Cybernetics Corporation), having made a mint flogging a new range of "work-anywhere, do-anything" androids, are cropping up rather a lot in the tabloids, who suspect that the multi-national has embarked on a project to create the ultimate killing machine - physically human, but genetically far more advanced than any man or robot. Of course, UCC deny all allegations, but that hasn't stopped the Government from employing an agent from the internationally renowned espionage firm ZODIAC, to enter the UCC plant and track down one of the "super-foeti". And you're the chap who gets the contract! Gatecrash the UCC factory, and use all your available equipment to foil the ultra hi-tech security system, consisting of robots, closed-circuit TV cameras, and alarms - and that's just the defences that you can see! From what we've seen of Corporation, and judging by the spectacular screenshots shown here, Core have a gem of a game for their first release. Look out for a review in a month or so!



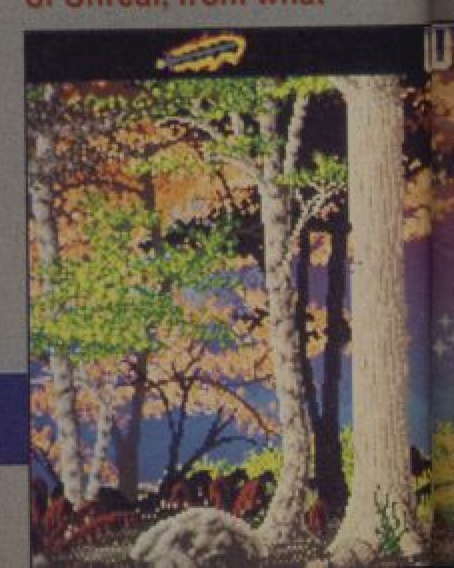
RELEASE: ST AMIGA, JULY
PRICE: £24.99

TORVAK THE WARRIOR
CORE

If I were to say that this next game features a musclebound hunk with a big weapon, you may think that it sounds a tad on the dodgy side. But that's exactly what Torvak is - in fact, he has a load of massive weapons, from a broadsword to a baddy-busting double-headed axe! Why is he carrying such hefty armaments around, though? Because he's just returned to his homeland to find that his whole family, along with the rest of his clan, have been massacred by the minions of the Necromancer. Obviously, he's not ecstatic

UNREAL
UBI SOFT

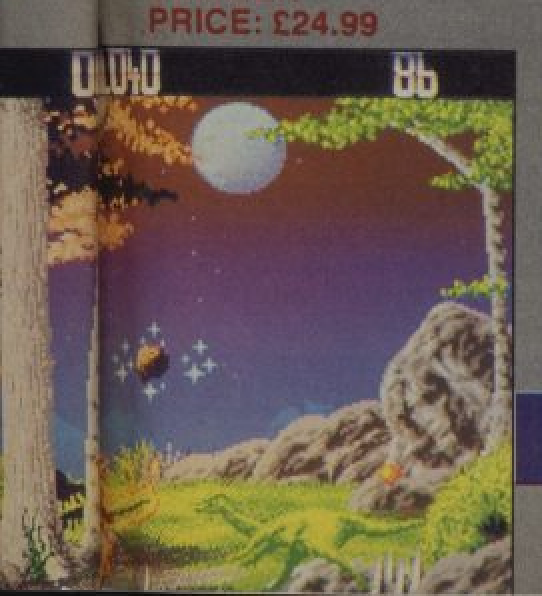
What's so unreal about this latest Ubi Soft game? Well, the planet on which it is based, for a start. That's its name, you see, and it's where you, as the hero Artaban, will take your pet dragon and go off in search of their friend (and Artaban's sister) Isolde, who has been abducted by the forces of Chaos. What is probably the most striking aspect of Unreal, from what





over this state of affairs, so off he goes to avenge the deaths of his people. A reasonable storyline for a Rastan style hack 'em up, featuring five increasingly more difficult levels, magic spells, scores of baddies and a nasty Necromancer at the end to cut into little pieces and feed to the sewer rats. The early preview disk which we saw looked great - the finished product should be mightier than old Torvak himself!
RELEASE: ST AMIGA, SEPTEMBER
PRICE: £19.99

we've seen so far, is the first level in which you control the dragon, flying through a Thunderblade style 3D landscape - it looks absolutely stunning! Whether the rest of the game - a horizontally scrolling hack 'em up-cum-adventure - can match the initial brilliance we'll have to wait and see, when the finished game flops into our postbox in the coming weeks.
RELEASE: ST AMIGA, SUMMER
PRICE: £24.99

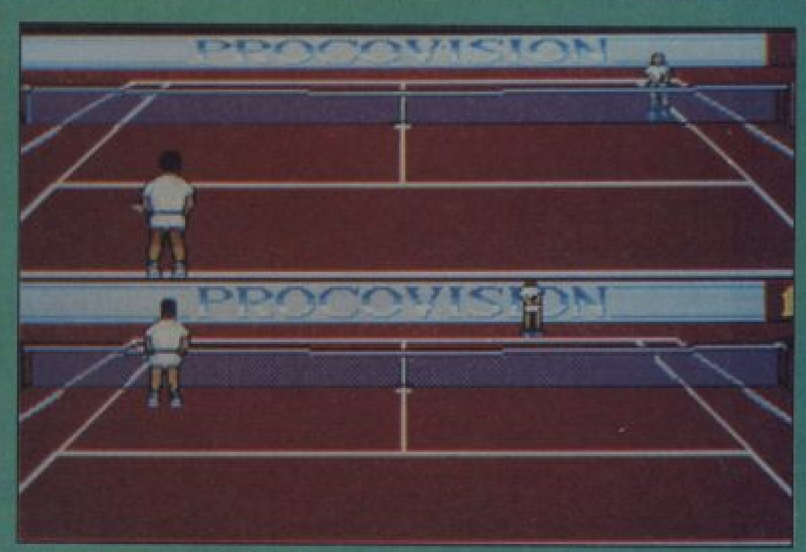


STARBLADE
PALACE/SILMARILS



In the year 3001, things aren't going too ticketyboo for the poor old human race. Almost wiped out by the evil insectoid, Cephalhydras, they've took to living in a number of small, hitech colonies whose sole task is to find a way of defeating their ruthless enemy before a similar fate befalls them. Unfortunately, Cephalhydras is one step ahead of the game, and has created Genolyn, a repulsive brood-mother who can produce a whole army of super-warriors. Professor Julius Gordon, before being killed by the enemy, found out the co-ordinates of Genolyn's secret hideaway and stored them on a series of disks, which he dispersed to a number of planets. Thing is, why didn't he just lock them in a locker at Kings Cross and give the key to his Aunty Doris? Anyway, that's the storyline, you've gotta hop aboard the starcruiser Starblade and find the disks, and here's the screenshots. Not a bad looker too, if we say so ourselves.
RELEASE: ST AMIGA, JUNE
PRICE: £24.99

GRAND SLAM TENNIS
GRANDSLAM



No sooner will the World Cup have finished than we'll be plagued by goodness-knows how many viewing hours of tennis. Grandslam are at this very moment beavering away at a sim based on the oh-so gentlemanly (and gentlewomanly) pastime, and they've named it after themselves, too! Grand Slam Tennis features a split-screen playing area, not unlike Tennis Cup (reviewed last issue). Players can use all the proper strokes to win each match and, if you're good enough, the Grand Slam. Other features include a number of umpires, linesmen and ball-boys, and even a drinks machine to give the players a well-earned quaff between games!
RELEASE: ST AMIGA SPECTRUM C64, JULY
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